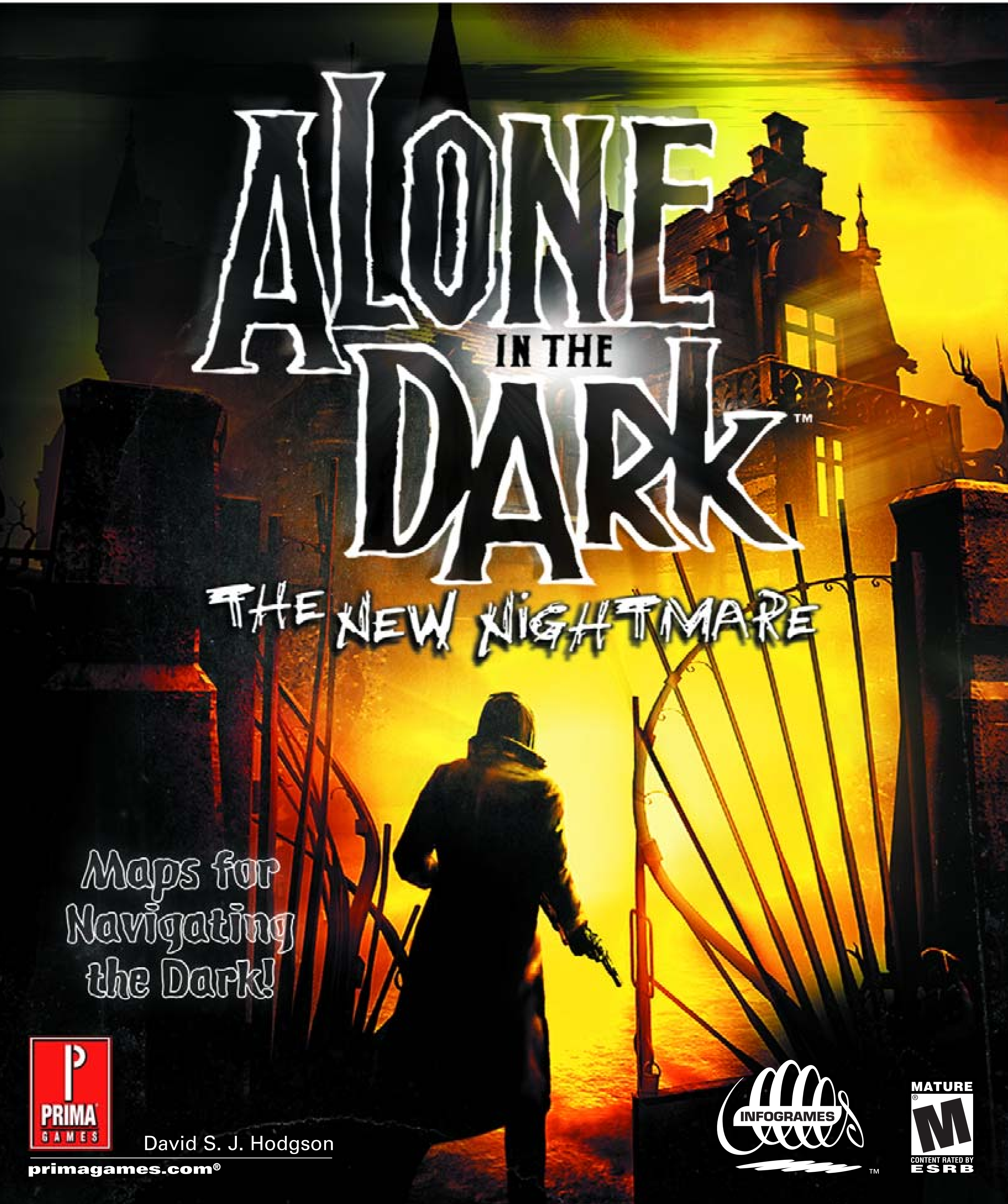
PRIMA'S OFFICIAL STRATEGY GUIDE

ALONE IN THE DARK™

THE NEW NIGHTMARE



David S. J. Hodgson

PRIMA GAMES
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MATURE M CONTENT RATED BY ESRB



Prima's Official Strategy Guide

David S. J. Hodgson

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Foreword

Fear. We all experience it. Something invokes that primal feeling within everyone. Most of us also get a thrill from it, whether it's the delicious panic of riding on a particularly harrowing roller coaster or the jumpiness that comes from watching a scary movie late at night. Some fears are uncommon, but others are shared by almost everyone. Still, every fear is a personal experience. It begins in those dark nooks and crannies in the back of your mind. It travels through the shadowy recesses of your soul, and finally manifests itself physically as it crawls across your flesh.

Isolation. Solitude can be soothing, even peaceful. It can also be one of our deepest rooted, strongest fears. You have no one to watch over you while you sleep, no one at your back…no one to help you.

Darkness. Is there a more common fear? Darkness has always held humans in awe of the unknown. When given the opportunity, the imagination can create things that are truly fearsome to behold.

In *Danse Macabre*, Stephen King writes extensively about fear. He describes fear as having three levels: terror, horror, and revulsion. Terror is a sense of dread: spine tingles, goose bumps, or hairs raised on the back of your neck. It's what you hear but can't see, or only glimpse out of the corner of your eye. It's something moving in the shadows that you can't make out. Horror is when that thing that you could sense but never quite see leaps out of the darkness and into your face. It's a rush of adrenaline, a shock to the system. Revulsion is when you react by whipping up your shotgun, blasting it, and watching pus and blood splatter on the wall. It's a feeling of disgust, and it causes you to want to escape from what you are experiencing.

Alone in the Dark: The New Nightmare focuses for the most part on terror. It tries to build a mood, to slowly elevate tension. When it has you hanging on the edge of your seat, it suddenly jumps to horror to provide those shocks that all fans of fear enjoy. A bit of revulsion escalates the fear even further.

The *Alone in the Dark* series has been around for years and it has always been synonymous with certain things. It is equal parts exploration, action, and detective work. What better character to do that with than Edward Carnby? He is an occult investigator and a man of action, but he is also so much more: he is a champion of the light. He stands between all of us and the forces of darkness. Aline Cedrac is a new character, providing a fresh perspective on the events that unfold. By being at the wrong place at the wrong time, she is swept into danger before Carnby even makes it to Shadow Island. In the end, she proves a worthy companion. Together they must protect us from a terrible fate by finding a way to prevent the calamitous circumstances on Shadow Island from coming to fruition.

Light has always been a tool to combat our demons, both real and imagined. It can be a beacon to return home to or simply something to dispel our fears. This holds true in *Alone in the Dark: The New Nightmare* as well. The Flashlight is both a tool for exploration and a weapon against many of the game's creatures.

Some say that facing your fears is the best way to overcome them. If this is true, then *Alone in the Dark: The New Nightmare* is a perfect opportunity to take on the darkness. We can assume the role of these heroes, Edward Carnby and Aline Cedrac, and through them become champions of light. If you are ready to face the unknown, turn out the lights, unplug your phone, take a deep breath, and start playing *Alone in the Dark: The New Nightmare*…it's what you fear.

Sean Michael Fish
Producer
Infogrames
San Jose, CA
June 2001

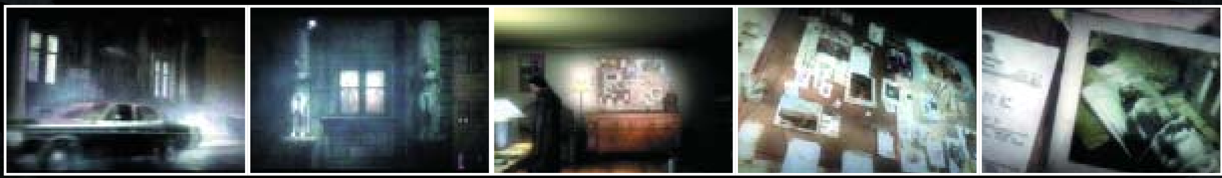
Special thanks to: My darling and loving wife Melanie; Mum, Dad, Ian; Bryn; Guiseppie Acrimboldo, Carlo Ginzburg, The Cheese and the Worms, Richard Dugdale; Bob "Gunner" Hambleton; Laibach, LTJ Bukem, Rammstein, and Plaid; Poe, Lovecraft, and Hope-Hodgson; Mathieu Brossette, Heather Hall, Jason Cordera, Matt "fleshy fleshy grooo" Broughton, Sean Fish, and Infogrames All Staff; Jean-Marc Demoly and Prima France All Staff; Helen Woodey, Maryanne Booth, Ashley Young and Prima UK All Staff; Christian von Mellenthin and Prima Germany All Staff; Gary Harrod, Richard Leadbetter and, as always, Big Ups to the ex-Maximum and ex-incite massive. Shadow Island is no Club Tropicana!





A Prelude to Terror

One dead investigator. A plane crash during a torrential storm. Two adventurers abandoned without supplies or outside contact. But are you alone on this island of terror? It's time to get the Hell out of here—literally.





After Charles Fiske, the best friend of supernatural detective Edward Carnby, is found dead off a mysterious island near the coast of Maine, Carnby follows the clues and is led to a government agent named Frederick Johnson. Johnson informs Carnby that Fiske was searching for three ancient tablets that are able to unlock an incredible and dangerous power. After some pleading and persuasion, Johnson convinces Carnby to take Fiske's place and reopen the investigation to recover the tablets. But Carnby has personal reasons for visiting Shadow Island—he accepts the mission to find and destroy those responsible for Fiske's death.





From his first steps on Shadow Island, Carnby and his marooned companion, a young anthropology professor named Aline Cedrac, are immediately confronted by the horrors of the island. A creature of unknown origin attacks, forcing them to abandon their supply aircraft and pilot. They are left to wander the forest near a dilapidated mansion. Anguish and paranoia begin to fill Carnby's mind. Fear lurks around every corner and within every shadow. And what is making that terrible shrieking sound that Carnby hears in the distance? Who or what is hidden on this somber island and what secret lies in its depths? When will this horrible nightmare end? And what's that rumbling over there in the bushes?

We can now begin to answer this final question.
The following is a field guide to fully exploring the island, in all its hideous and unspeakable grotesqueness. Recent investigations have uncovered complete maps of the entire island, detailed notes on the full armory of weapons, solutions to the brain-numbing puzzles, trusted methods of foe disposal, and even sanity-restoring information on the spectacular end to Edward Carnby and Aline Cedrac's all-new gothic horror investigation. Turn the pages quickly before the shadows come alive!

The very shadows may be alive, but with this field guide in hand, you won't be left struggling alone in the dark ....

Character Profiles



Edward Carnby, Shadow Hunter

Edward Carnby is the son of an American army officer, John Brown, who died in Vietnam on January 10, 1968, while waiting to be transferred home for the birth of his son. Carnby's mother, born Edna Lewis, suffered a brain hemorrhage during the birth and died a few hours later. John Brown had previously been employed as a gardener at St. George's orphanage, owned by an organization known as the Mystical Order of Luxis (MOL). The organization's goal is to train knights—soldiers capable of fighting the forces of darkness and evil that strive to corrupt humanity. Carnby was adopted by the Mystical Order of Luxis and raised in the orphanage under the name of Edward Carnby.

The young Carnby was educated in mysticism and chivalry as laid out in the secret manuscripts of the Order. From his earliest childhood, he was exposed to paranormal and supernatural phenomena. He was raised with mystery, learning from a tender age how to recognize evil in all its guises, and how to fight it with human resources. He also learned to keep that part of his life absolutely secret.

Carnby believed in his role as a modern-day knight until his adolescence, when the first sign of a rift with the order appeared. While he was convinced of the presence, existence, and power of evil forces, he began to question the sectarian aspects of MOL. Most of all, he found the fanatical nature of the sect unbearable. He was alone among loners. Charles Fiske, a new student, was the only one with whom he could share his dilemmas, and his only real friend. Like Carnby, Fiske had distanced himself from the Order. The two men shared their experiences and thoughts, while leading a relentless fight against the forces of darkness. With Fiske's agency as cover, they met their financial needs and carried out their personal mission with self-effacing determination.

Shortly before the Shadow Island case, Carnby took an assignment from an old acquaintance in Europe, involving a mass possession at a monastery in the Caucasus.

To those who know him, Carnby seems to display an almost mystical detachment. The reason is simple: he is a warrior and a hunter—a shadow hunter.



Aline Cedrac, High-spirited Adventurer

Aline Cedrac was born on June 30, 1974 in Lexington, a suburb of Boston. She never knew her father, and her mother, Marie Cedrac, would never reveal his identity to her. A Frenchwoman, Marie returned to Europe in 1992 after quarrelling with Aline, her only child. Aline stayed in Boston to finish her anthropology studies. Alas, Aline never saw her mother again—Marie died in a train crash in February 1993. Despite her search, Aline has never discovered her father's identity.

Aline proved to be a brilliant student. Her amazing memory along with her extraordinary intuition and strong will helped her gain a Ph.D. in anthropology at the age of 24. She focused her study on the Abkanis Indian tribe. The recent discovery of the tribe's writing system dating back several thousand years (a discovery attributed to Obed Morton) revolutionized the small world of Indian anthropology and inspired her upcoming book, which is funded by a grant.

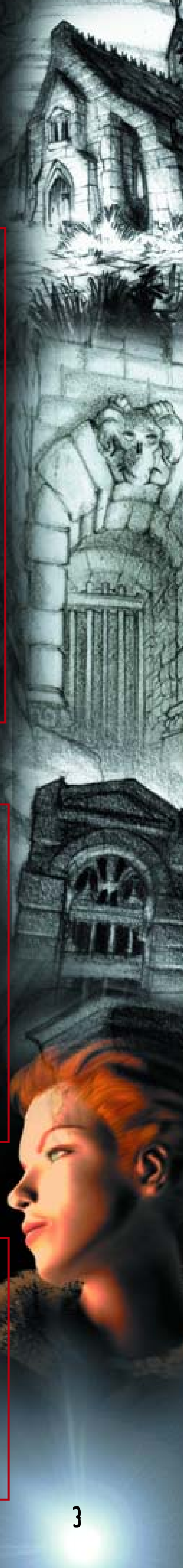
Aline is a determined and impassioned young woman. Life's trials and tribulations have made her very independent. She is hard on herself and curt toward others. Personal relationships with men are of little importance to her. Aline's good looks give her a confidence that sometimes appears condescending. She feels that she has not yet met a man that deserves to be with her.



Frederick Johnson, the Mole

Frederick Johnson was born on January 4, 1958, in Aurora, Colorado. His parents were poor farm workers, and thus he grew up with very little. At the age of 20 he signed up for the Marine Corps and became an officer in the Signals Corps. At the end of his military career, he joined the FBI. Under the protective wing of Director of Internal Operations, Aston Abbot, he specialized in the infiltration of terrorist networks and paramilitary sects. In March 1998, he accepted the mission to infiltrate the highly secretive Bureau 713, and was accountable to Abbot alone. When, in June 2000, Abbot was dismissed by special orders from the director of the FBI, Johnson felt himself to be in grave danger. He knew the power of the organization he had invaded. He had no other choice but to pursue the mission solo.

Johnson is fundamentally a soldier. He is used to receiving orders without questioning them. When Abbot was removed, a doubt began to creep into his mind: "… what if I was manipulated to serve some end other than the protection of American citizens …?"



Christopher Lamb, Director of Bureau 713

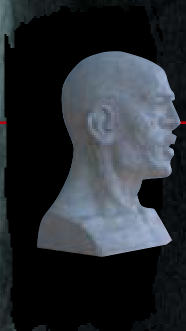


Christopher Lamb was born in 1938, in Kassa, Hungary. His real name is Lörinc Szálasi. Lamb's father, Ferenc Szálasi was one of the founders of a Hungarian fascist group, the Arrow Cross. After his father was executed for war crimes in 1948, his family emigrated to the United States with a new name.

Thanks to a powerful network that included many of his father's old friends, Lamb quickly rose through the ranks of a number of paragovernmental agencies specializing in the fight against communism. In 1971, he became director of the highly secret Bureau 713. The Bureau was involved in a number of questionable operations—"Black Ops" missions on American soil and in a number of "friendly" countries. Surrounding himself with a personal guard of ultra-nationalist militants, Lamb became a veritable state within a state. He was untouchable. The congressmen who called for the closure of Bureau 713 gave up their efforts after threats were made on them and their families.

Lamb was left with limited mobility in his neck after a left-wing terrorist attack.

Obed Morton, the Coward



Obed Morton was born January 13, 1953, on Shadow Island. He was an overly sensitive child. To protect him, his mother, Lucy Morton sent him on frequent trips to stay with his grandparents in Providence. During his time on the mainland, he developed a deep aversion to the island and for the family home. After his mother became blind and paralyzed after a horseback-riding accident on January 13, 1970, Obed became even more distraught. His maternal grandfather died of a heart attack shortly after learning of Lucy's accident. Scarcely one month later, his grandmother, crushed by the double blow, followed.

Obed and his twin brother Alan were sent to a private boarding school in Boston. Alan continually rebelled against all authority and was expelled from the school before the end of his first year. Obed took refuge in his own imaginary world. He dreaded and feared his trips home. The vacation periods on the island were difficult and painful. He tried to run away several times, but he was not strong-willed enough to complete his flight. Despite this highly unfavorable environment, he was a model student. His grades, always excellent, made him one of the best students in a school whose standards were already high. Yet he could not avoid his family's destiny. He chose to study ancient languages, and without realizing it started out on a path that would lead him straight back to Shadow Island.

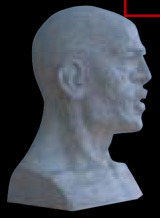
Even though Obed was a hard-working and gifted student, his twin brother Alan was always a more capable student. With the support of his grandfather Jeremy, Alan devoured most of the books in the family library. Impressed by his brother's progress, Obed almost subconsciously began inserting the results of Alan's research into his own work. Soon, his plagiarism became automatic. Obed was regarded as a genius among his colleagues. His "illuminating insights" gave rise to lively discussions within the field. As Obed's media exposure increased, he revealed his fraud to Alan, so that Alan wouldn't discover it for himself. But Alan didn't care. He simply asked Obed to never betray their family's secrets under any circumstances. He also wanted to receive a portion of the money that Obed's work brought.

For Obed it was the beginning of a whirlwind social life. He was the guest of honor at important seminars. His speaking talent and his convictions brought him success upon success. That's when he met Lamb, who offered him practically unlimited financing as long as Obed gave Lamb exclusive rights to his research. This agreement turned out to be a fatal trap for Obed. During an evening's drinking he admitted to Lamb, inventing yet another lie, that he owed his success to his grandfather Jeremy. He even boasted that he knew where to find the mysterious gateway to the shadows and how to open it. From then on, Lamb would not leave him alone. Obed succumbed to the pressure, returning to Shadow Island, and promising to deliver the translation of the tablets that describes the ritual used to open the gateways.

Obed is a coward at heart. His twin brother dominates him, as does Lamb, and he gives into both of them. He is psychologically unstable. He has spent his whole life running away: from his family, from Shadow Island, from his responsibilities, and, now, from Lamb and his powerful organization. He knows, however, that he can never escape the one person he wants to most: himself.

Obed remains an intelligent and sensitive man, but he teeters on the verge of sanity. He always realizes the consequences of his actions a little too late.

Alan Morton, the Visionary



Alan Morton was born on January 13, 1953, on Shadow Island. Unlike his brother, Alan made Shadow Island his world. He is disenchanted with the mainland and the people who live there. His mother, paralyzed and blind since her accident, is for him the symbol of humanity—a mass that can neither see nor understand the riches and beauty of the darkness that surrounds it. His disgust for the whole of humanity is channeled through his hatred for his father.

Once he discovered the island's mysteries and its subterranean labyrinth, his true calling came to him: to conquer humanity by using the darkness that Shadow Island holds. At this point, his hatred transformed into total indifference. The Creatures of Darkness do frighten him, but unlike Obed, Alan does not run. He has adopted his grandfather Jeremy's scientific attitude, perfecting the weapons developed by him and developing new ones. He has even managed to capture some creatures and study them.

Little by little, Alan built up his own form of mysticism. He imagined a new Earth on which humans and creatures would fuse to give birth to a noble new race powerful enough to conquer the universe. The discovery of Obed's betrayal, however, throws him into a sordid reality that he thought Shadow Island would protect him from. He blames Obed for his faults and missteps and lets his rage explode. Time is now critical for Alan if he is to make his vision come true. He has only a matter of hours to put the finishing touches on his masterpiece.

In his disillusion, Alan may compare himself to a great mystic such as Saint Theresa, but in reality he is much more similar to a psychopath. He is a visionary even though it is a vision most would not follow. He talks in a determined and calm voice, but he's capable of violent outbursts. His energy is inexhaustible. Those who meet him may feel that he holds supernatural powers and that he is, at the same time, demonic. Alan is particularly well educated with an elevated vocabulary, which he developed during endless hours of research in the great library in the manor.



The Island's Other Inhabitants

Aside from the two Morton brothers, reports from various investigators, local fishermen, and other personnel indicate that at least two other people may live on the island, and we have prepared a likeness based on these reports. One of the people appears to be a elderly Native American in the service of the Mortons since the 1920s, known locally as Edenshaw. The other is an old woman, bedridden and partially blind, who may be the Mortons' mother, Lucy. Please inform us if either of these residents are spotted…

Preparation for the Dark—Training

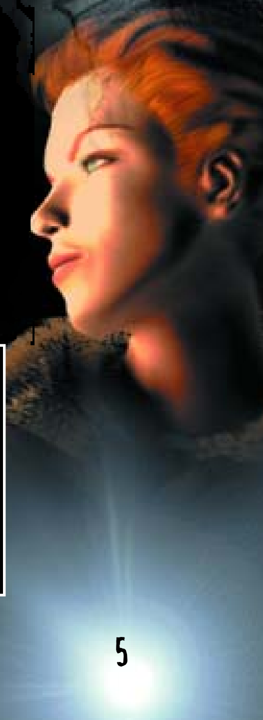
With a ripped parachute and a forced landing, the two investigators marooned on Shadow Island need to make the most of their maneuvering skills, as well as react to their new surroundings. Before heading to either character's impromptu landing site and beginning his or her Dark Journey, take a look at the basic tactics needed to survive and thrive on this blasted island.

Carnby and Aline Control

The easiest way to memorize the control of the game's two protagonists is to check the Control Configuration in the Options screen at the Main Menu:



D-Pad (Arrow Keys)	Character's Movement
●	Switch Flashlight on/off
▲	Inventory
■	Run
✕	Action/Fire
START	Pause/Options
Left ANALOG	Freelook movements
R1	Target Mode
L1	Freelook Mode
R2	Radio
L2	Map



Note

Throughout the walkthroughs, the button coding you see is for PlayStation only. Adventurers using their PC for their foray into Shadow Island should make good use of the definable key settings or joypad compatibility to ensure maximum control over the many terrifying situations.

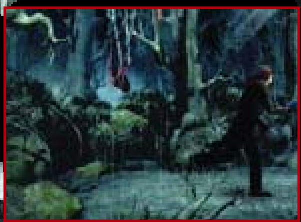
Movement

Walking



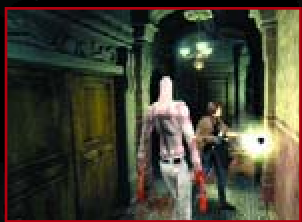
Both Edward Carnby and Aline Cedrac walk when ↑ is pressed, use ← and → to turn on the spot, or ↖ and ↗ to turn in a short radius. Remember, Aline and Carnby only move in a forward motion when ↑ is pressed. Unlike other games, where pressing ↓ or ← mean walk left or right, in *Alone in the Dark*, pressing ↓ or ← only means *turn* left or right. Once turned in the direction you wish to travel, you have to press ↑ to have them move.

Running



Press the Run button (■) while walking to make Aline or Carnby sprint. Running can only occur when a character isn't aiming a weapon (although he or she can have the weapon equipped). Run constantly throughout the game—you'll cover more ground and escape enemies easier. Walk only when investigating a new or enclosed, darkened area for the first time.

Gunplay



Bring up a character's Inventory screen (▲) to choose a preferred sidearm (once more than one weapon has been collected). Carnby or Aline can aim the weapon directly in front of them and continue to advance at a walking pace by holding R1 and walking. To fire a weapon, hold R1 and press ✕. Heavier weapons cause the character to aim and walk more slowly. For a complete listing of the available ordnance on Shadow Island, please refer to the Armory and Inventory chapter.

Reloading and Running on Empty





Once the character has unloaded all of the projectiles (or gas or electricity with some of the more esoteric weapons) in his or her gun chamber, the next shot attempted results in a two-second reload of the weapon. This is fine when fighting entities at range, but manually reloading in the middle of a melee can pose a serious health risk. Instead, enter the Inventory screen, select "Weapons," and then reload (press ✕ three times). No game time is lost. Should a character fire off all ordnance, he or she is defenseless until the next ammunition stash is located and must manage to avoid enemies by deft dodging.

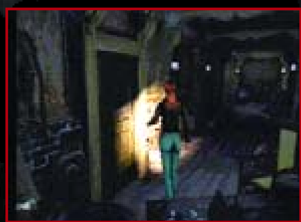
Climbing



When a character reaches a ladder (usually old and rusting), he or she has the option to climb it. Move the character up and down by holding ↑ or ↓. If a ladder is inaccessible, it cannot be climbed. When an investigator reaches the top or bottom of a ladder, he or she automatically steps onto adjacent ground.

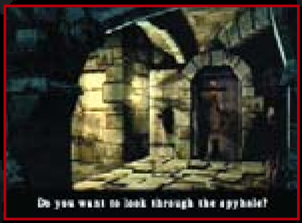
Scenic Interaction

Entryways



Shadow Island contains gates and doors constructed of numerous materials and divided into three types: Open, Locked, and Sealed. Open Doors allow a character to pass through, Locked Doors require a key, and Sealed Doors can never be entered.

Spyholes and Telescopes





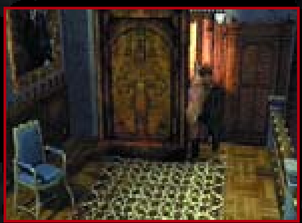
A couple of Manor doors have small holes carved into them to allow suspicious residents to spy on adjacent rooms or areas. In addition, two lookout points (one in a high tower, the other on the Fort) allow those with appropriate equipment to spy on areas of Shadow Island far from their lofty vantage points. In all cases, you should peer through holes.

Levers, Devices, and Switches



Many things only work when the character is nearby. Then, the device is pressed, pulled, or pushed by a swift hand movement. When investigating Shadow Island, press every lever, device, or switch by pressing ✕.

Pushing Heavy Objects

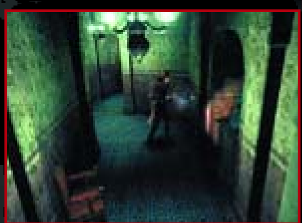


Sometimes, an adventurer is required to push a heavy object, such as a statue or an armoire, to the left or the right. Have the character stand to one side of the object and push it by pressing ✕. Some objects need to be pushed a number of times in order to reveal what they're hiding.

Light Switches

The interior of the Manor, the Fort, and the Laboratory all have light switches. They are marked on the maps in the walkthroughs, and they're usually near a room's entrance. If a room is dark when entered, find the light switch immediately—wandering with just a Flashlight can be unnerving, and objects can be missed in the dark. The electric cables are in desperate need of repair, and lights may blink on or off at inopportune moments.





Paintings



The Manor walls are, though covered in mildew, rotting paneling, and other less savory things, also present are a number of paintings, busts, and objects of fine antiquity. Inspect every object you find by pressing ✕, if only to gain a better understanding of the Morton family's ancestral pile of crumbling bricks and mortar.

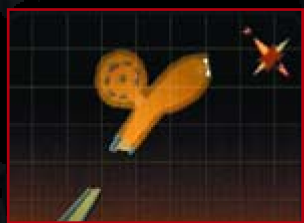
Walkie-Talkie Time



During the expedition, one character frequently radios the other to describe a horrific situation or offer advice. Many times this is automatic, but Carnby or Aline can radio each other at any time by pressing R2 during their investigation. Sometimes, the peculiar atmospheric conditions interfere with radio communications, and the other adventurer cannot be raised. Other times, usually when a character is at an impasse in his or her mission, a companion's radio message can solve a mystery. During most radio conversations, the character switches off his or her Flashlight to talk, and it must be manually switched back on (press ●). Don't forget!



Cartographical Evidence



The military-spec radio transmitters also offer the latest in topographical, satellite-linked HUDs, allowing a character to view a top-down perspective map of his or her current location and all previously investigated areas. These maps are also presented (with annotations) in the walkthroughs. To activate the in-game map, press L2. Note the compass bearing and the name of the map. From here, press L1 or R1 to cycle through the area's additional maps; press ■ to zoom in on an area, and ● to zoom out. Finally, press ✕ to specifically locate your character and the direction you are facing. To exit, press either ▲ or L2.

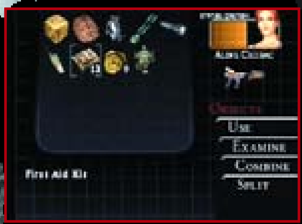
Character Status



Health Status Meter

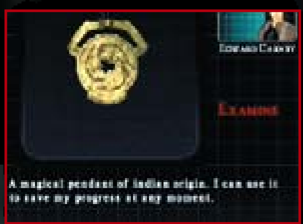
Each character has a number of diodes and other equipment that monitor their heart rate and body temperature to measure fitness level and general health. The optimum condition is "OK," signified by a turquoise band appearing behind the character portrait in the Inventory screen (and also in the bottom right corner of the game screen during combat). If a character takes a small amount of damage, such as a dog bite, the health meter shows a green band, indicating "Fine." After a second or stronger attack, the condition worsens to orange, or "Caution." Finally, after a severe mauling or multiple assaults without healing, the status meter turns red, signifying "Danger."

When to Heal



If you're careful with bullets, Charms of Saving, and First Aid Kits, Shadow Island can be investigated without you succumbing to the horrors lurking within. Employ a First Aid Kit when your status bar changes to "Caution," because you're only one strong attack away from the brink of death. If you're "Fine," you don't need healing. Further information on the First Aid Kit can be found in the Armory and Inventory section.

When to Save

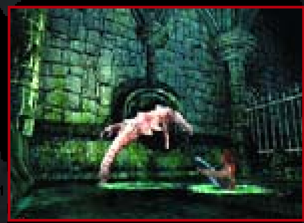


Dotted around the Island are golden pendants from the Abkanis Indian tribe. When a character puts one around his or her neck, the game is saved. The pendants are then stored in your inventory. Save after every 30 minutes or so of adventuring, when the Dark Journey calls for a save, or when you locate another Charm.

Entering Shadow Island

Welcome to the Cursed Island





The sketch map provided by Frederick Johnson reveals the main areas where both characters can explore, but Edward Carnby and Aline Cedrac have very different challenges, and they visit different areas of the island during their stay. Edward Carnby, for example, must infiltrate the revolting laboratory of Alan Morton, while Aline Cedrac investigates the Morton family Crypt and the ancient Fort.

Beware of Hallucinations



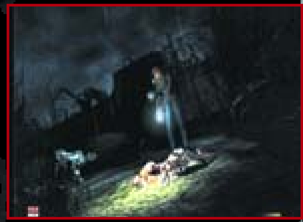


A final piece of advice—beware of hallucinations! Delirium abounds as creatures of the night are conjured from the dark to frighten and dismay. Distant screams, voices, and even phantasms have been known to manifest in this place, so keep your wits and sanity in check as you delve into the hideous secrets of Shadow Island.



Armory and Inventory





Killing Implements and Culling Techniques

Carnby begins his otherworldly undertaking armed with minimal weaponry, and Aline starts with none at all! It's fortunate then, that evidence reveals a number of weapons scattered about Shadow Island. Mostly invented by Obed Morton's long-since-departed ancestors, many of these weapons are modified or tweaked, if not completely new. Below, we present a detailed description of each weapon, its location, the ammunition it uses, and any other pertinent information. Please note that each weapon manually reloads at the same speed.

Custom Colt Carbine Revolver





Location: In the desk of Charles Fiske, Boston, Massachusetts





Firing Capacity: 12 bullets
Ammunition Used: 9mm Magnesium-tipped Bullets
Expenditure per Firing: 2 bullets
Shots before Reload: 6
Employed by: Edward Carnby
Employed on: Small, weak creatures
Wielded: One-handed

Starting his investigation with this handgun, Carnby soon finds it to be an impressive, if somewhat underpowered, weapon. This customized Colt Carbine Revolver has a double chamber, so the firing capacity has been effectively doubled from 6 to 12 bullets. This is a custom weapon, and therefore uses 9mm Magnesium-tipped Bullets. A number of boxes of the devastating 9mm Magnesium-tipped Bullets are located around the island.

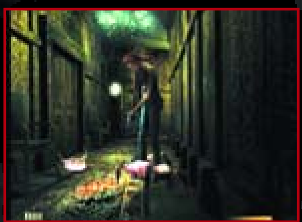
Silver Revolver





Location: Hidden in a stone socle (base of a statue) on the northwest wall of the Smoking Room in the Morton Manor.

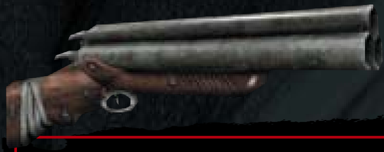




Firing Capacity: 6 bullets
Ammunition Used: 9mm Magnesium Bullets
Expenditure per Firing: 1 bullet
Shots before Reload: 6
Employed by: Aline Cedrac
Employed on: Small, weak creatures
Wielded: One-handed

This silver-plated Revolver is Aline's initial weapon after beginning her mission completely unarmed, and thus susceptible to the island's many predators. Quick to fire and reload, this small, black-handled pistol can dispatch the smaller entities until a larger, more impressive weapon is located.

Triple-Barreled Shotgun





Location (Carnby): Propped up against an armoire in the Cellar of the Morton Manor.

Location (Aline): In the secret passageway accessed from Alan's Bedroom, in Morton Manor.







Firing Capacity: 9 cartridges
Ammunition Used: Feuber Phosphorus Cartridges
Expenditure per Firing: 3 cartridges
Shots before Reload: 3

Employed by: Edward Carnby and Aline Cedrac
Employed on: Human-sized, medium-strength creatures
Wielded: Two-handed

This elaborate but highly damaging shotgun was invented by Archibald Morton, Obed's great grandfather. Archibald, a keen adventurer and hunter, added a third barrel to his hunting rifle and modified the trigger to allow all three barrels to fire simultaneously. It uses Feuber Phosphorus Cartridges and is incredibly effective at long range (it has successfully downed a Hybrid after three firings, even at extreme range). After a successful testing, this became Archibald's favorite weapon, and this proud creation shows the inventor's considerable experience and fortitude in a struggle against the darkness.

Grenade Launcher







Location (Carnby): On a small box opposite the entrance to the West Attic Passage, in the Morton Manor.

Location (Aline): Under the large desk in Alan Morton's Office, in the Morton Manor.





Firing Capacity: 5 grenades
Ammunition Used: Army-issue Fragmentation Grenades
Expenditure per Firing: 1 grenade
Shots before Reload: 5

Employed by: Edward Carnby and Aline Cedrac
Employed on: Groups of small creatures, and larger, slow single foes
Wielded: Two-handed

Assembled from surplus military accessories provided by a ruthless, high-ranking bureau official on the mainland, this Grenade Launcher was assembled and customized by Alan Morton only a few months ago. Firing a unique Fragmentation Grenade that launches in a cloud of sparks and detonates after two seconds, this weapon inflicts damage on creatures close to the firer, and is useful for clearing an area of weaker entities in a swarm. It must also be noted that Carnby receives only five grenades (in his launcher), while Aline picks up numerous boxes of grenades during her tour of duty.

Rocket Launcher Pistol







Location (Carnby): On the bedside cabinet next to the charred bed in the West Bedroom of the Morton Manor.

Location (Aline): In the southwest corner of Jeremy Morton's Crypt in the Cemetery.





Firing Capacity: 3 rockets
Ammunition Used: Magnesium Rockets
Expenditure per Firing: 1 rocket
Shots before Reload: 3

Employed by: Edward Carnby and Aline Cedrac
Employed on: Larger creatures and swarms
Wielded: Two-handed

This weapon was originally used to fire distress flares during or after a disaster at sea. Jeremy Morton completely dismantled and transformed it, enabling it to fire magnesium rockets that he invented. Although it fires one rocket at a time, and its chamber holds only three rockets, the devastation this weapon causes more than makes up for the constant reloading. Edward Carnby wields this weapon more frequently than his female companion, because he finds more ammunition during his travels.

Plasma Cannon







Location (Carnby): Behind the first painting on the north wall of the Lobby Balcony in the Morton Manor.

Location (Aline): Inside a small inlet in the southwest area of the Planetarium, inside the Fort.





Firing Capacity: 100 percent full gas cartridges
Ammunition Used: Orange Natural Gas Cartridge
Expenditure per Firing: 1 percent of cartridge to constant stream

Shots before Reload: 100 percent of cartridge
Employed by: Edward Carnby and Aline Cedrac
Employed on: Large, fast-moving creatures at close range
Wielded: Two-handed

Legend has it that Alan Morton's grandfather, Jeremy, investigating the island's pits, barely escaped with his life after being ambushed by a number of entities. Jeremy realized he needed to build a weapon suited to close combat, one that could eliminate several monsters in seconds. The Plasma Cannon is the product of this esearch. It uses cartridges of natural gas that, thanks to a rich oxygen source, burns at a very high temperature, giving off an intense light. Alas, the limited number of gas cartridges on the island and the high consumption of gas used in a firing makes the Plasma Cannon viable only in restricted circumstances and close combat.

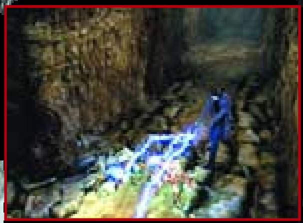


Lightning Gun





Location: Inside a trapdoor cubby-hole in the Abkanis Antechamber in the World of Darkness.





Firing Capacity: 100 percent full Battery Charger
Ammunition Used: Battery Charger and Luminescent Crystals
Expenditure per Firing: 1 percent to a constant stream

Shots before Reload: 100 percent of Charger
Employed by: Edward Carnby and Aline Cedrac
Employed on: Fast-moving, stronger creatures
Wielded: One-handed

This lightweight handgun was originally invented by Jeremy Morton as a backup weapon to his devastating Photoelectric Pulsar (see next page), but the design proved so efficient in "bench tests" that he often used it as his primary weapon. Extremely light, it fires bolts of lightning at all creatures within its 10-foot range. It has a 180-degree arc of fire from the user, so creatures attacking from behind need to be seen by the firer's peripheral vision for the weapon to take effect—otherwise a blue glow emanates from the gun barrel. The bolts it fires are highly charged and cause serious injury to Creatures of Darkness. This weapon can cut swaths through dozens of opponents before it needs recharging. The Battery Charger automatically charges this weapon when it is reloaded or completely depleted. The amount of energy in the Battery Charger increases to maximum each time a Luminescent Crystal is added.

Photoelectric Pulsar

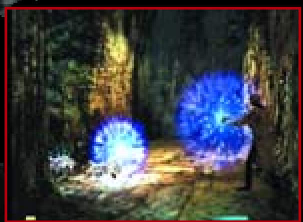






Location (Carnby): In a Cavern, on the corpse of Archibald Morton, in the World of Darkness.

Location (Aline): Near some small stalagmites near the entrance to the Underground River, in the World of Darkness.



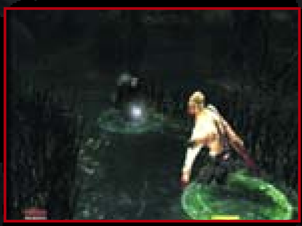


Firing Capacity: 100 percent full Battery Charger
Ammunition Used: Battery Charger and Luminescent Crystals
Expenditure per Firing: 10 percent of charger per shot

Shots before Reload: 10
Employed by: Edward Carnby and Aline Cedrac
Employed on: Slow-moving, stronger creatures
Wielded: Two-handed

Undoubtedly the crowning achievement of Jeremy Morton's technical inventions, this is possibly the most potent weapon ever invented. Shocked by how resistant some dark creatures were to his other firearms, Jeremy vowed to make the "ultimate weapon," and set about creating a "Photopulsar," a heavy weapon that generates a spark of light similar to a nuclear flash, but on a much smaller scale. Once the trigger is held, the weapon charges for two seconds, then frees its mighty power with astonishing violence, either seriously injuring or destroying all creatures in the user's field of vision. The user is also momentarily blinded. The huge energy draw limits the weapon's effectiveness—Jeremy preferred the economical Lightning Gun—but the Photoelectric Pulsar is still the greatest testimony to his inventive genius, and a firm favorite of Jeremy's father, Archibald. The Battery Charger automatically charges this weapon when it is reloaded or completely depleted. The amount of energy in the Battery Charger increases to maximum each time a Luminescent Crystal is added.

Munitions Depot





Armory and Inventory

Each of the eight weapons located by our combat operatives uses a different type of ammunition, scattered throughout the island, and usually hidden in unseen areas or darkened alcoves. Below, the five types of munitions used in the assault on Shadow Island are noted, along with their associated weapons.



9mm Magnesium Bullets



Number in Box: 24 or 36 bullets
Weapons Using This Ammunition: Custom Colt Carbine Revolver, Silver Revolver
Availability: Common

These rare, army-issue 9mm bullets are tipped with magnesium and come in a cardboard box.



Feuber Phosphorus Cartridges



Number in Box: 24 cartridges (usually; numbers vary)
Weapons Using This Ammunition: Triple-Barreled Shotgun
Availability: Common

These old World War II cartridges emit light on impact.



Fragmentation Grenades



Number in Box: 10 grenades
Weapons Using This Ammunition: Grenade Launcher
Availability: Uncommon (Aline), Not Available (Carnby)

These military-issue fragmentation grenades come 10 to a wooden crate.



Magnesium Rockets



Number in Case: 10 rockets
Weapons Using This Ammunition: Rocket Launcher Pistol
Availability: Uncommon (Carnby), Rare (Aline)

Handmade from normal distress flares by Jeremy Morton, these rockets explode and emit light upon impact.



Orange Natural Gas Cartridge



Amount in Cartridge: 100 percent (20 seconds of continuous fire per cartridge).
Weapons Using This Ammunition: Plasma Cannon
Availability: Rare

Each cartridge contains highly pressurized natural gas that, when lit by a flame, produces a six- to ten-foot arch of highly damaging light-emitting fire.



Battery Charger and Luminescent Crystals





Amount in Charger: 100 percent (12 seconds of continuous fire per charge for Lightning Gun, 10 shots per charge for Photoelectric Pulsar).
Weapons Using This Ammunition: Lightning Gun, Photoelectric Pulsar
Availability: Battery Charger, Rare. Luminescent Crystal, Common

The Battery Charger, made by Jeremy Morton, automatically charges the two energy weapons when they are reloaded or completely depleted. The amount of energy in the Battery Charger increases to maximum each time a Luminescent Crystal is added. You can find Luminescent Crystals just about anywhere, as they grow from the ground. When you pick them up, they are added to your Battery Charger.

Shadow Island Inventory



Five items are consistently located and used during the foray into the unknown, and these are detailed on the next page, along with notes on the ideal opportunities to use them.



First Aid Kit



Containing bandages, disinfectant, and a small bottle of unknown liquid, this perks up a recently-salvaged investigator, improving his or her health dramatically. When an adventurer's status is at "Danger" or "Caution" levels, it takes two First Aid Kits to restore the character to "OK" status.

Charm of Saving



A magical pendant of Indian origin, this Abkanis artifact creates an instant dreamlike state and freezes the progress of the mission until the investigator decides to continue. Note that once a character saves then reenters the mission, the Charm may return the character to the start of a room or area, rather than to the exact spot where the Charm was invoked. A good rule of thumb is to use the Charm whenever another is found.

Walkie-Talkie



A portable radio with a range of several miles, this military-issue Walkie-Talkie is given to the investigators by Frederick Johnson during their briefing. Used to correspond with the fellow adventurer, they can be used at any time, although peculiar atmospheric conditions often interfere with radio communications.

Flashlight



A Flashlight in anodized black metal, two of these were found and appropriated at Charles Fiske's office. Each Flashlight has an indefinite battery supply, and should be employed at *every* opportunity. Note that you can use the left analog stick to move the Flashlight up, down, and around while the adventurer is stationary.

Personal Notes and Documents



Both Edward Carnby and Aline Cedrac make detailed observations during their undertaking in Shadow Island—usually just after an important event has transpired. These notes also provide hints at the courses of action available subsequent to an event.

Additionally, each time an investigator stops to inspect a document (such as a book or piece of parchment), a transcription appears in the Inventory. Usually vital to the assignment, documents are elaborate pieces of prose littered with the Morton family's personal information and clues to the terrible secrets Shadow Island and all who dwell on it seem intent on hiding ….

Armory and Inventory

Warning!

Exercise Extreme Caution When Viewing!

Because some objects are both arcane and bizarre in origin, and their locations are revealed here, some investigators may want to avert their eyes from this section. This is restricted information affecting the outcome of the expedition.

Commonly-Used Items—Edward Carnby's Investigation

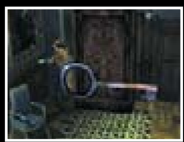
Item: Small Bronze Key
Location: By dying sailor in Blockhouse
Notes: Unremarkable



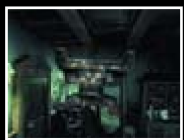
Item: Gilded Key
Location: Inside the Casket in the Cellar
Notes: This small key is engraved with the following inscription: "B CELLAR."



Item: Small Rusty Key
Location: Behind the fourth painting on the Lobby balcony
Notes: This rusted key has "2ND F WEST" engraved on it. Perhaps this is a key to an attic room?



Item: Acrobat Statue
Location: In a drawer in the writing desk next to the north door in Alan's Bedroom
Notes: This is a stylized statue of a dancer, possibly one of a set, most probably of Indian origin.



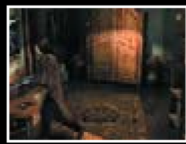
Item: Dictaphone
Location: In a drawer in the writing desk next to the north door in Alan's Bedroom
Notes: This Dictaphone, for taking dictated messages, is in perfect working order and has a micro-cassette inside.



Item: Alan Morton's Diary
Location: On top of a cabinet near the bed in Alan Morton's Bedroom
Notes: This is a leather-bound notebook containing the transcription of Alan Morton's Diary.



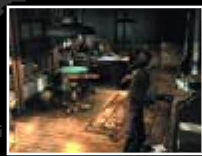
Item: Text from the Magazine *Science*
Location: On a table near the northwest exit of Obed's Study
Notes: Unremarkable



Item: Archibald Morton's Flask
Location: On a table in the southwest part of Obed Morton's Study
Notes: This is a cylindrical flask in a canvas cover, used to carry water. It is currently empty.



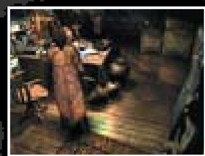
Item: Obed Morton's Notes
Location: On a small bookcase against the south wall of Obed Morton's Study
Notes: A book containing transcriptions of Obed's notes.



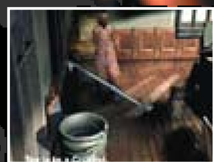
Item: Book on the Abkanis Indians
Location: In the middle of a bookcase to the left of Obed's Study desk
Notes: A work of ethnology consecrated to the Abkanis civilization. Author unknown, but presumed to be Obed Morton.



Item: Richard Morton's Will and Testament
Location: The right-hand drawer of Obed Morton's study desk
Notes: The last wishes of the Morton family patriarch who bought Shadow Island and built the Manor. A hand-written diagram has been added to the back.



Item: Crowbar
Location: On a crate in the southeast area of Obed Morton's Study
Notes: A weighty Crowbar made of steel. It can only be used for prying apart surfaces, not as a weapon.



Item: Photograph
Location: On top of a chest in the northeast corner of Archibald's Study
Notes: This photograph shows Archibald's Flask resting on the Display Case Balance, providing a clue to solve the Balance puzzle.



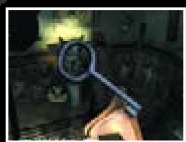
Item: Wolf Mask
Location: On the floor next to the large table on the east side of Archibald's Study
Notes: This bizarre stone mask features the head of a wolf juxtaposed onto the wings of a bird—possibly an owl. A symbol is carved under the head. This looks to be Native American in origin.



Item: Gilded Key
Location: Behind the second painting in the Lobby balcony
Notes: It is engraved with "GND F EAST."



Item: Steel Key
Location: Inside the Wolf/Owl Statue in the Smoking Room
Notes: It is engraved with "1ST F EAST."



Item: Small Gilded Key
Location: On the central table in the Smoking Room
Notes: It is engraved with "GND F WEST."



Item: Archibald Morton's Lighter
Location: On the edge of a cabinet in the southwest corner of the West Attic
Notes: An engraved and slightly rusted Storm Lighter



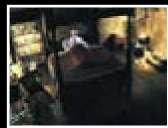
Item: Small Key
Location: Underneath the floorboards in the East Attic
Notes: A small gray metal key engraved with "1ST F OFFICE."



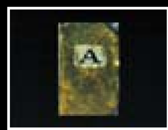
Item: Small Gilded Key
Location: Underneath the floorboards in the East Attic
Notes: A small gilded key engraved with "2ND F EAST."



Item: Text from the Magazine *Science*
Location: On a small drawer next to a candle near the west window of Lucy's Bedroom
Notes: Unremarkable



Item: Alan Morton's Journal
Location: On the large desk in Alan Morton's Office
Notes: An exercise book containing the transcription of Alan Morton's study journal.



Item: Large Ornate Key
Location: In the locked left drawer of Alan Morton's desk in his office
Notes: It is engraved "GND F LIBRARY."



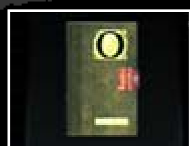
Item: Half of a Photograph
Location: In the locked left drawer of Alan Morton's desk in his office
Notes: A torn black and white photograph of a small boy in front of a stone arch in a cave. On the back is the number 2518.



Item: Large Ornate Key
Location: On an ottoman in the southwest corner of Obed Morton's Bedroom
Notes: It is engraved with "GND F LIBRARY."

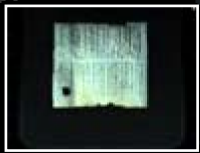


Item: Obed Morton's Diary
Location: On the bedside table next to the bed in the Obed Morton's Bedroom
Notes: A leather-bound notebook containing the transcription of Obed Morton's Diary.

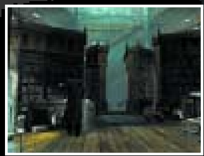




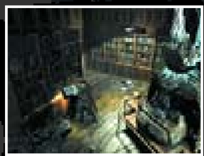
Item: Half of a Photograph
Location: On the writing desk in the Obed Morton's Bedroom
Notes: A torn black-and-white photograph of a small boy in front of a stone arch in a cave. On the back is the number 1408.



Item: Hand-Written Letter
Location: On the writing desk in the Obed Morton's Bedroom
Notes: A handwritten letter from Judas De Certo.



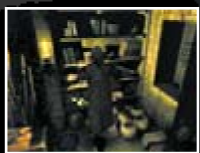
Item: Jeremy Morton's Diary
Location: On the large desk in central area of the Library
Notes: A small notebook in which Jeremy Morton wrote down his thoughts.



Item: Morton Family Biography
Location: On a lectern stand near a large statue in central area of the Library
Notes: A book with a leather cover containing the transcription of the Morton family's biography.



Item: Telescope
Location: On a chest in front of the entrance to the Secret Chamber
Notes: A kind of metal telescope. It has a wooden butt just like a gun.



Item: Jeremy's Riddle
Location: In the bookshelf in the Secret Chamber
Notes: A yellowed sheet of paper with a short hand-written paragraph bound in Jeremy Morton's seal.



Item: Abkanis Statue of Anticoalt
Location: In the secret panel in the Secret Chamber
Notes: A wooden Abkanis statue of a bison's skull.



Item: Engraved Metal Plate
Location: Behind the third painting on the north wall of the Lobby Balcony
Notes: An engraved metal plate bearing astronomical symbols—a crescent moon facing right, a crescent moon facing left, a star, and a sun.



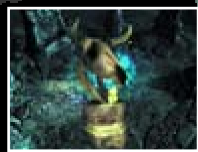
Item: Small Bronze Key
Location: Behind the third painting on the north wall of the Lobby Balcony
Notes: This key has no markings.



Item: Ornate Bronze Key
Location: Inside the clock on the table near the fireplace in the Lobby
Notes: The ornate key has the words "MANOR'S ENTRANCE" engraved on it.



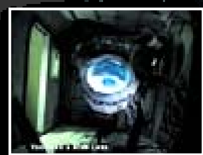
Item: Stone Stele
Location: Appears in the middle of the stone circle on the Moors after the incantation
Notes: A circular stone stele, one foot in diameter. It bears an Abkanis symbol in low relief.



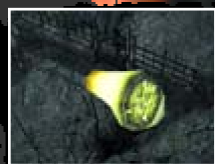
Item: Indian Statue of Hemicles
Location: Appears in the middle of the stone circle on the Moors after the incantation
Notes: A wooden Abkanis statue of a bull's skull.



Item: Wire Cutters
Location: In the cargo area of the sinking sea-plane, "November 09"
Notes: A pair of large pliers to cut metal.

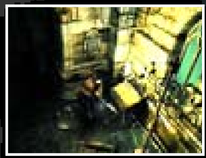


Item: Blue Lens
Location: In the cargo area of the sinking sea-plane, "November 09"
Notes: A blue lens set in metal. Two clips on either side make it possible to attach it to a cylindrical support.



Item: Obed Morton's Seal
Location: In the possession of Aline in the Forest
Notes: A solid gold signet ring. Initialed O. M. This was swapped with the Stone Stele.

Item: Sacrifice Ritual
Location: On a lectern near the entrance inside the Chapel
Notes: An ancient spell book containing the transcription of a text related to a satanic ritual involving human sacrifice.



Item: Letter from Christopher Lamb to Obed Morton
Location: On a dusty table to the right of the connecting door in Alan Morton's Laboratory
Notes: An envelope containing the transcription of a letter from Christopher Lamb to Obed Morton.



Item: Letter from Jeremy Morton to Alan Morton
Location: On a dusty table to the right of the connecting door in Alan Morton's Laboratory
Notes: An envelope containing the transcription of a letter from Jeremy Morton to Alan Morton.



Item: Alan Morton's Seal
Location: Inside a statue on a walkway in the Greenhouse
Notes: A solid gold signet ring initialed A. M.



Item: Indian Statue of Ouphenos
Location: Inside a statue on a walkway in the Greenhouse
Notes: A wooden Abkanis statue of a bear's skull.



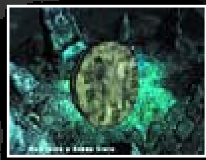
Item: Archibald Morton's Diary
Location: In a jumble of rotting items in the Cavern, near the corpse of Archibald
Notes: A leather-bound notebook, containing the transcription of Archibald Morton's Diary.



Item: Metal Flask
Location: In the Cavern, on the corpse of Archibald Morton
Notes: A metal flask that once belonged to Archibald Morton. Drinking from the Flask restores health.



Item: Head of Statue
Location: On top of the ancient stone altar in the middle of the Necropolis
Notes: The head of an Indian Stone Statue.

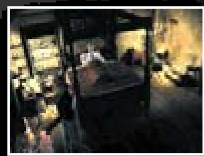


Commonly-Used Items—Aline Cedrac's Investigation

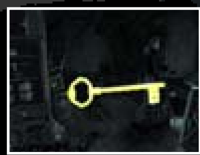
Item: Small Gilded Key
Location: On the personage of Lucy Morton, in Lucy's Bedroom
Notes: A very small Gilded Key. Apparently used to unlock a device in the Smoking Room (also called the Museum).



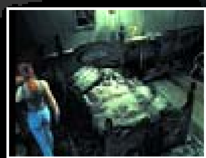
Item: Text from the Magazine *Science*
Location: On a small drawer next to a candle near the west window of Lucy's Bedroom.



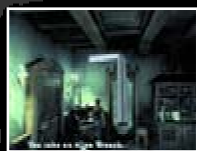
Item: Small Gilded Key
Location: On a table in the southeast corner of the West Attic
Notes: It is engraved with "2ND F EAST."



Item: Alan Morton's Diary
Location: On top of a cabinet near the bed in Alan Morton's Bedroom
Notes: A leather-bound notebook containing the transcription of Alan Morton's Diary.



Item: Allen Wrench
Location: In a drawer in the writing desk next to the north door in Alan's Bedroom
Notes: A large steel Allen Wrench.



Item: De Certo's Mirror
Location: On top of a chest of drawers in Alan Morton's Office
Notes: A small mirror in a wooden frame.



Item: Alan Morton's Journal
Location: On the large desk in Alan Morton's Office
Notes: An exercise book containing the transcription of Alan Morton's study journal.



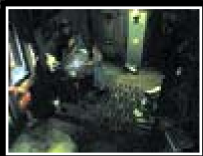
Item: Abkanis Statue of Anticoalt
Location: On the ground of the Lost Room after defeating De Certo's ghost
Notes: A wooden Abkanis statue of a bison's skull.



Item: Obed Morton's Diary
Location: On the bedside table next to the bed in the Obed Morton's Bedroom
Notes: A leather-bound notebook containing the transcription of Obed Morton's Diary.



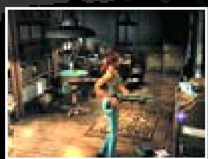
Item: Hand-Written Letter
Location: On the writing desk in the Obed Morton's Bedroom
Notes: A handwritten letter from Judas De Certo.



Item: Text from the Magazine *Science*
Location: On a table near the northwest exit of Obed's Study
Notes: Unremarkable



Item: Obed Morton's Notes
Location: On a small bookcase against the south wall of Obed Morton's Study
Notes: A book containing transcriptions of Obed's notes.



Item: Book on the Abkanis Indians
Location: In the middle of a bookcase to the left of Obed's Study desk
Notes: A work of ethnology consecrated to the Abkanis civilization. Author unknown, but presumed to be Obed Morton.



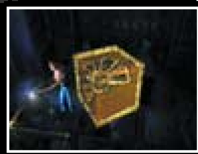
Item: Abkanis Tablets Translation
Location: Behind a cracked mirror near the desk in Obed's Study
Notes: A leather-bound study notebook.



Item: Glass Prism
Location: On the personage of Lucy Morton, in Lucy's Bedroom
Notes: An eight-sided crystal prism.



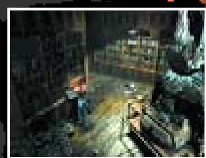
Item: Engraved Cube
Location: Inside the working projector in Alan Morton's Office
Notes: A small engraved metal cube. It is engraved "LIBRARY 3D MAP."



Item: Jeremy Morton's Diary
Location: On the large desk in central area of the Library
Notes: A small notebook in which Jeremy Morton wrote down his thoughts.



Item: Morton Family Biography
Location: On a lectern stand near a large statue in central area of the Library
Notes: A book with a leather cover containing the transcription of the Morton family's biography.



Item: Abkanis Tablets
Location: Inside a hidden cubby-hole in the west bookcase of the Library
Notes: Three carved bark tablets bearing engraved Abkanis characters



Item: Half Medallion
Location: Inside Howard Morton's hexagonal fermentation chamber in the Library
Notes: A bronze medallion representing a half-sun.



Item: Half Medallion
Location: On the personage of Lucy Morton, in Lucy's Bedroom
Notes: A circular bronze medallion.



Item: Cover for Flashlight
Location: On top of the casket in Jeremy Morton's Crypt
Notes: A metal cover with a square hole. The two lateral clips make it possible to fix it to a cylindrical support.



Item: Text Engraved on a Tomb by Gibson
Location: Engraved on the casket in Richard Morton's Crypt
Notes: The transcription of a text engraved by Samuel Gibson on Richard Morton's tomb.



Item: Tripod Support
Location: On Jeremy Morton's Mobile Workbench in the southwest area of the Fort's Oubliette
Notes: A Tripod Support, made from two pieces. This Item can be split to form a Tripod Support and Metallic Half Ring.



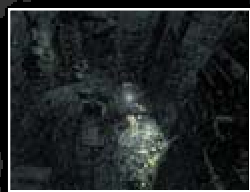
Item: Pliers
Location: On Jeremy Morton's Mobile Workbench in the southwest area of the Fort's Oubliette
Notes: A pair of large pliers or Wire Cutters used to cut metal.



Item: Jeremy Morton's Notes on the Perforator
Location: On Jeremy Morton's Mobile Workbench in the southwest area of the Fort's Oubliette
Notes: A yellowed sheet of paper bearing the transcription of Jeremy Morton's notes.



Item: Diagram
Location: On Jeremy Morton's Mobile Workbench in the southwest area of the Fort's Oubliette
Notes: Three assembly diagrams for a tool or a weapon. It is signed "Jeremy Morton."



Item: Mould
Location: Inside the archway antechamber on the south wall of the Fort's Oubliette
Notes: A metal two-piece mould. This looks to make a weapon barrel if used in the appropriate machine.



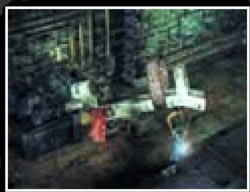
Item: Large Ornate Rusty Key
Location: Inside the chest in the Annex, in the Fort's Inner Courtyard
Notes: Large, ornate and rusted, this looks like the key to unlock the door to the Fort's Tower.



Item: Steel Ingot
Location: Inside the chest in the Annex, in the Fort's Inner Courtyard
Notes: A steel ingot, usually melted and poured into a mould.



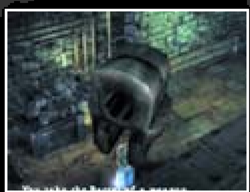
Item: Butt
Location: On a table opposite the ladder to the Tower in the Workshop
Notes: A metal rifle butt. This can be combined.



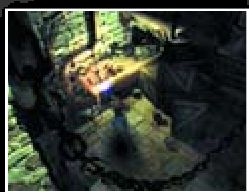
Item: Orange Accelerator
Location: On a table opposite the ladder to the Tower in the Workshop
Notes: An accelerator invented by Jeremy Morton. This can be combined.



Item: Barrel
Location: On a table opposite the ladder to the Tower in the Workshop
Notes: A small piece of metal. This can be combined.



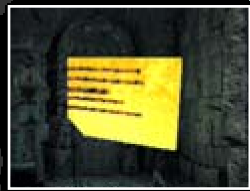
Item: Jeremy Morton's Notes
Location: On a table to the left of the ladder to the Tower in the Workshop
Notes: A leather-bound notebook containing the transcription of Jeremy Morton's observations.



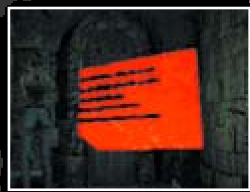
Item: Glass Lens
Location: Inside a steel cupboard in the Workshop
Notes: A glass lens set in metal. A series of threaded rods are probably to fix it to a support.



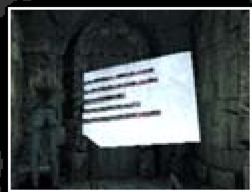
Item: Golden Metallic Card
Location: To the right of the Service Well exit door
Notes: A golden metallic plate. It looks like a perforated card for the first computers.



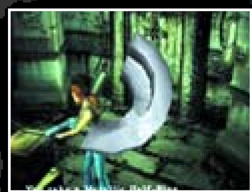
Item: Red Metallic Card
Location: To the right of the Service Well exit door
Notes: A red metallic plate. It looks like a perforated card for the first computers.



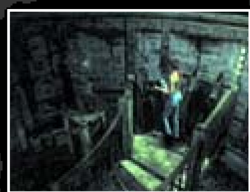
Item: Silver Metallic Card
Location: To the right of the Service Well exit door
Notes: A silver metallic plate. It looks like a perforated card for the first computers.



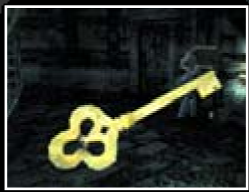
Item: Small Metal Ring
Location: On a crate in the north area of the Planetarium
Notes: A metal-half ring. This item can be combined.



Item: Sheet of Paper
Location: Pinned to the Planetarium Machine
Notes: A sheet of paper with a compass rose drawn on it. The cardinal points have been replaced by Abkanis symbols.



Item: Large Bronze Key
Location: Inside an inlet near the west door in the Planetarium
Notes: A large Bronze Key with no distinguishing marks.



Item: Alan Morton's Seal
Location: Inside an inlet near the west door in the Planetarium
Notes: A solid gold signet ring, initialed "A. M."



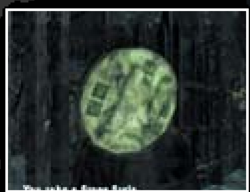
Item: Small Padlock Key
Location: Inside an inlet near the west door in the Planetarium
Notes: A small modern key, of the type used to secure a padlock.



Item: Indian Statue of Gilamesh
Location: Inside an inlet near the west door in the Planetarium
Notes: A wooden Abkanis statue of a snake's skull.



Item: Stone Stele
Location: In the Forest, in the possession of Carnby
Notes: A circular stone stele, one foot in diameter. It bears an Abkanis symbol in low relief. This was swapped with Alan Morton's Seal.



Item: Abkanis Energy Stone
Location: Inside the Abkanis Totem Pole on the Outcrop
Notes: A magical Abkanis stone. It shines with an unreal light.



Item: Indian Statue of Heliopaner
Location: Inside the Abkanis Totem Pole on
the Outcrop
Notes: A wooden Abkanis statue of a fish's skull.



Item: Perforator with Energy Stone
Location: Produced by piecing together eight separate parts
Notes: A Perforator made from a Photoelectric Pulsar, equipped with a tempered steel barrel and a tripod support. It still requires a massive power supply.



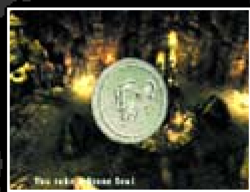
Item: Indian Warning
Location: Engraved onto a stele in the World of Darkness
Notes: The transcription of a warning engraved by the Abkanis on a stone stele.



Item: Indian Skin Flask
Location: On the pile of stones on the right side of the entrance to the antechamber in the Engravings Chamber of the Temple of Hecatonchires
Notes: An old skin flask of Abkanis origin.



Item: Stone Abkanis Seal of Melacanthe
Location: Under an Ideogram in the southeast partition of the Heptagonal room in the Temple of Hecatonchires
Notes: A sculpted stone seal representing a horse's head. This is the Abkanis god Melacanthe.



Item: Stone Abkanis Seal of Gilamesh
Location: Under an Ideogram in the northeast partition of the Heptagonal room in the Temple of Hecatonchires
Notes: A sculpted stone seal representing a snake's head. This is the Abkanis god Gilamesh.



Item: Stone Abkanis Seal of Ouphenos
Location: Under an Ideogram in the north partition of the Heptagonal room in the Temple of Hecatonchires
Notes: A sculpted stone seal representing a bear's head. This is the Abkanis god Ouphenos.



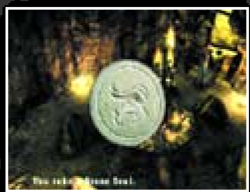
Item: Stone Abkanis Seal of Anticoalt
Location: Under an Ideogram in the northwest partition of the Heptagonal room in the Temple of Hecatonchires
Notes: A sculpted stone seal representing a bison's head. This is the Abkanis god Anticoalt.



Item: Stone Abkanis Seal of Heliopaner
Location: Under an Ideogram in the west partition of the Heptagonal room in the Temple of Hecatonchires
Notes: A sculpted stone seal representing a fish's head. This is the Abkanis god Heliopaner.



Item: Stone Abkanis Seal of Hemicles
Location: Under an Ideogram in the southwest partition of the Heptagonal room in the Temple of Hecatonchires
Notes: A sculpted stone seal representing a bull's head. This is the Abkanis god Hemicles.



Item: Stone Pyramid
Location: On a shelf in the alcoved antechamber in the Engravings Chamber, located in the Abkanis Fortress
Notes: A stone pyramid about eight inches high. It is finely carved with Abkanis symbols.



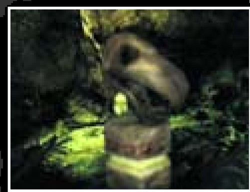
Item: Stone Head
Location: On the altar in the Temple of Hecatonchires after the pyramid puzzle is completed
Notes: A head of an Indian stone statue.



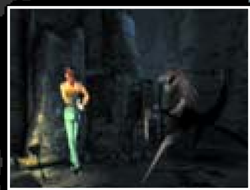
Item: Alan Morton's Haversack
Location: In a puddle near a rope on a Ledge in the World of Darkness
Notes: A useless Haversack belonging to Alan Morton.



Item: Abkanis Statue of Hecatonchires
Location: On a ledge near the Abkanis Tomb
Notes: A wooden Abkanis statue of an eagle's skull.



Item: Text on the Warrior Stele
Location: Engraved onto a stele in the World of Darkness
Notes: The transcription of a text engraved by the Abkanis on a stone stele.



The Book of Shadow Monsters

The Book of Shadow Monsters is a bestiary of shadow folk, denizens of the dark, and otherworldly beasts said to inhabit the forgotten and ghastly land known as Shadow Island.

Those wishing to explore this cursed isle take heed—the information you are about to read cost the sanity, and in some cases, the lives of numerous scholars, adventurers, cartographers, and cryptozoologists. For each beast, you'll find pictorial evidence, their last known habitat on the island, and ways to vanquish these horrific creatures. These abominations must be destroyed quickly, before the planets align….

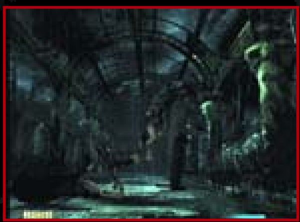


The Dog of Darkness



Height: 0.80 m
Weight: 12 kg
Strengths: Fast, doggedly determined
Weaknesses: Scrawny, easily put down
Dispatch with: Revolver







These foaming carcasses of dogs, once Rottweiler strains faithful to Howard Morton, have sharp teeth and a vicious temperament. After Alan Morton discovered the shadows, he began conducting insane experiments on these canines, taking them from his father's breeding kennel and warping these once-faithful dogs into decomposing, savage beasts.

Alan Morton's experiments spawned emaciated and crazed canines that retain the fragility of their earthly origin (meaning they are much more susceptible to normal gunfire than some of the other monstrosities on the island). Dogs of Darkness still retain their guard-dog instinct and they're extremely fast and aggressive creatures, but they're no match for simple Magnesium Bullets. Finally, they fear the shadows even more than those brave enough to venture into their habitat, for even more voracious and hideous creatures prey upon them.





Investigators who lack the quick aiming skills necessary to pick off the undead canines can expect to be mauled. When a dog attacks, it clamps its sharp teeth into your arm, inflicting minimal damage. You automatically react by shaking yourself free from the dog's jaws and pistol-whipping it about the head.

Luckily for Aline, only Carnby must face these rabid hounds. When fighting these beasts, plant Colt Carbine shots into each dog's hide until it drops down and tries to limp away. This indicates that the beast is almost mortally wounded. Shoot again until the dog collapses completely.





Ignore these beasts at your peril! If you continue to run through the mansion gardens, you may find up to four Dogs of Darkness swarming you. Aim and fire at each beast one at a time. Watch out for darkened areas or shrubs—these undead canines possess rudimentary, but successful ambush techniques.

Tip

The Dogs of Darkness were last spotted in the mansion's formal gardens.



The Photosaurus



Height: 1.10 m
Weight: 50 kg
Strengths: Extremely tough, relentless, long and short range attacks
Weaknesses: Frightened by light
Dispatch with: Flashlight, Rocket Launcher Pistol, Lightning Gun









Jeremy Morton, patriarch of the hated Morton clan, was the first to encounter these oddly-lolloping, fiendish denizens of the dark. While maliciously testing these creatures, he noted their snapping and chameleon-like tongue attacks, and their detestation of light from any source, including room lighting and Flashlights. Their approximate likeness to reptiles, and their sensitivity to light inspired Jeremy to create a descriptive name: the Photosaurus ("photo" from the Greek root meaning "derived from light" and "saurus" from the Greek root meaning "lizard" or "reptile"). Abkanis Indian legend also speaks of an enormous nest of Photosaurus eggs hidden in the deepest reaches of the island's interconnecting tunnels.

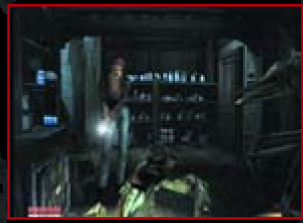
These three-legged "light lizards" are green and scaly with thin, elongated limbs and a large scaly head with a narrow yet expansive jaw. They appear almost docile and inquisitive when first encountered. Alas, their evil and malicious nature quickly becomes apparent—they torment their victims by darting out their long serrated tongues, often from a considerable distance. They draw in their prey, and bite at close range. Upon hearing their shrill screams, greet them with a bright light source…or prepare to run!

Pity poor Aline as she must face these malformed foes without a weapon of any kind—except a Flashlight! Point the beam of light at this shrieking entity and it leaps backward, allowing you to run away from it. Fail to shine your light in time, and the creature lashes out with its tongue from a distance, which temporarily staggers you and causes minor abrasions.





Photosauri are easily identifiable by their shrill, almost childlike screeching. However, they can also materialize out of thin air from the realm of shadows. If one is close behind you, expect a short sharp nip at your back as a Photosaurus attacks using its large mouth and sharp teeth. Respond with a Flashlight, or copious amounts of Rocket Pistol or Lightning Gun ordnance if your ammo supply is healthy.



Photosauri are usually encountered in packs of two or three (although ancient texts speak of multitudes of these beings swarming the catacombs deep beneath the island). They can run reasonably fast, but swift adventurers can outrun them if they use a Flashlight to force the creatures to retreat. Remember: If you run from a nearby Photosaurus, it can lick or bite you two or three times before you get away. However, this is better than wasting the half-dozen Shotgun cartridges it takes to dispatch them.

Tip

Photosauri are found within the mansion (particularly the Attic area) and are said to be multiplying deep underground in an unearthly chamber of terror.

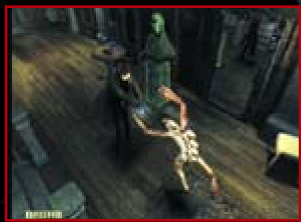


The Ophtalmicid



Height: 1.05 m
Weight: 40 kg
Strengths: Nimble, quick, savage damage
Weaknesses: Lightly armored, sometimes wary
Dispatch with: Triple-Barreled Shotgun

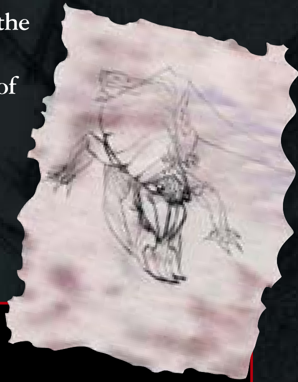






One of the fiends to appear from the shadows was a thin and spiny bipedal monster with a birdlike beak, inverted knee joints, armored spines along its backbone, and a pair of thin, sinewy arms ending in razor-sharp claws. One of the elder Mortons, Archibald, noted that these aggressive creatures attack the eyes of their victims, gouging with their claws and snapping with sharp teeth. The creatures were aptly named Ophtalmicides after the Greek root word "ops" or "ophthalmos," referring to eyes.

The Ophtalmicid is approximately the size of a medium-sized dog, but far more vicious than even the most brutish fighting hound. Its lolloping gait and cacophony of screeching distinguishes it from other creatures of the night. Appearing out of a shadow vortex and forming from dark matter itself, this flesh-colored monster darts and scampers with a single purpose—to launch at a victim. It either strikes at the victim's legs or drags its prey to his or her knees while lacerating the face and neck. This attack is extremely painful, despite the Ophtalmicid's lack of strength. Additionally, their speed and single-minded persistence make them extremely difficult to avoid.

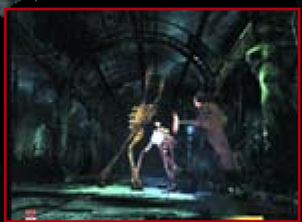




The Ophtalmicid's main weapons are its elongated arms, powerful legs, and sharp beak. Leaping at an enemy, it wraps both arms around its victim's neck, pulls the victim down, then stabs and swipes at the victim's face, particularly the eyes. Blast the Ophtalmicid with the Shotgun just as it launches its horrific attack.



When it lacks the room to fully grab and drag a victim down to his or her knees, this vicious critter simply lashes at its opponent's feet, tearing at the legs and waist. After four of five of these attacks, you'll be terribly wounded. When engaged in combat, the Ophtalmicid is unyielding in its viciousness and difficult to dodge. Therefore, destructive ordnance is preferable to running from combat, especially as sometimes one Shotgun blast temporarily halts a charge, backing them up into a quivering, snarling mass.



It takes an average of ten shots from Carnby's Colt Carbine Revolver to down this nightmare. Use the Carbine, Aline's Revolver, or preferably the Triple-Barreled Shotgun at mid-range when fighting these entities. Unlike some shadow creatures, Ophtalmicides are not afraid of light, so fight them immediately.

> **Tip**
>
> Ophtalmicides have been spotted in the lower mansion, an upstairs bedroom, and attacking Dogs of Darkness in the mansion's formal gardens.

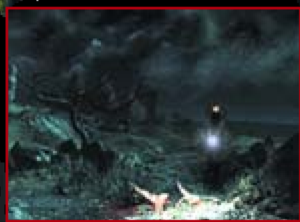
The Luxrat



Height: 0.40 m
Weight: 3 kg
Strengths: Darting, attacking in a pack
Weaknesses: Extremely weak, minimal damage
Dispatch with: Revolver, Lightning Gun



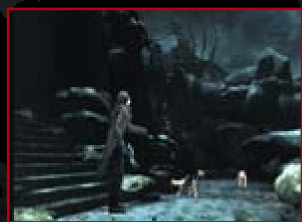






Luxrats—although small and annoying—should be feared as much as a brush with death. For just as the chirrup of the whippoorwill is a portent of doom, the Luxrat's appearance often foreshadows the arrival of a much more powerful monster. These scurrying devils, with their characteristic darting about the path, are usually the bearers of cursed tidings. Whether accompanying larger beasts or leading a hapless investigator into a struggle against powerful supernatural foes, the Luxrat is a mischievous denizen of the dark.

Often encountered in groups of three or more (six isn't uncommon), these creatures are lively, constantly moving forward to engage an enemy in combat, or avoiding them entirely, only to return and strike from behind. Luxrats look like large hairless rodents with segmented bodies and sharp incisors. Their bite inflicts only light damage, and they are easily avoided or eliminated.



Luxrats travel more or less in a straight line. With a move to the left or right, you can avoid this scurrying fiend, or at the very least turn around and take your time aiming at the incoming



rodent. However, be aware of where the other Luxrats are before you take up a defensive position. Sometimes it's best to simply avoid Luxrats.



Failure to stop a Luxrat charge ends with the beast clamping its teeth around your foot and hanging on. The pain this causes is less of a threat than the swarm of Luxrats that may be homing in on you while you are prone. You automatically shake your foot and stomp on the Luxrat to send it flying backward. Use a well-placed Shotgun round to send it back to the netherworld.



The arcane power of the Lightning Gun is an exceptional way to rid yourself of an entire pack of Luxrats—simply aim and fire at the horde when two or more creatures are at mid- to close range. The Lightning Gun hits all of the Luxrats in the general vicinity and uses no more energy than a regular shot aimed at a single foe. This is the optimum way to rid yourself of a Luxrat infestation.

> **Tip**
>
> Luxrats are usually found above ground, usually near places of magical power, such as the Standing Stones or Totem.



The Night Ripper



Height: 2.10 m
Weight: 80 kg
Strengths: Imposing, damaging attack
Weaknesses: Slow to turn, no long range combat
Dispatch with: Rocket Launcher Pistol, Plasma Cannon



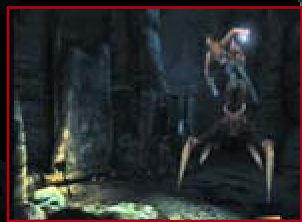
Perhaps the most hideous monstrosity ever to scuttle out of the dark dimension, this bewildering mutation brings power, unremitting rage, and intense suffering to those it attacks. Creatures from the worst nightmares of your youth pale in comparison to this despicable carbuncle of nature. Roughly horse sized, this powerful and voracious entity can warp between worlds at will, and usually appears after a powerful explosion or incantation has taken place. Sometimes the Night Ripper's arrival is foreshadowed by the appearance of a pack of Luxrats.





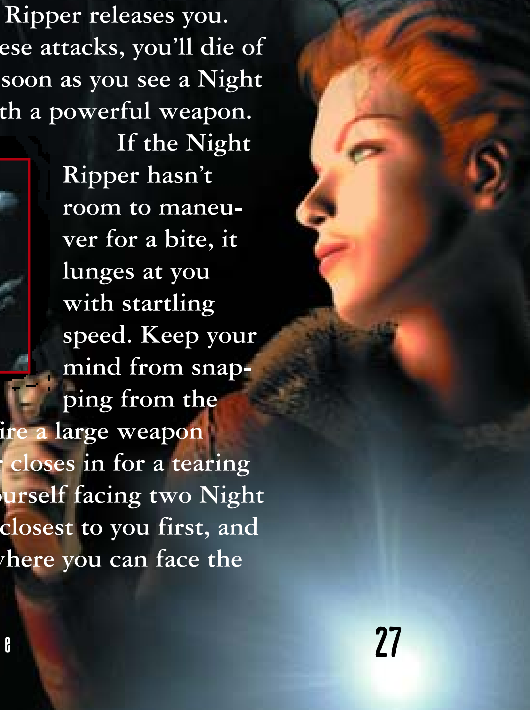


Frothing and lumbering with a misshapen and scuttling step, these quadrupeds are a mishmash of body parts—four crab-like legs are fused onto a scaly scorpion body, and two tiny cadaverous arms swing malignantly underneath a gigantic gaping orifice said to be the beast's head. The beast's eyes aren't easily distinguishable—encounters with Night Rippers don't usually allow time for close inspection. They move swiftly, are extremely strong, and have jaw strength enough to lift a human-sized victim over its head and rip it apart. Face a Night Ripper only if you possess impressive bravery and ordnance.



If the Night Ripper has room to strike with its long prehensile neck, expect to be picked up and violently shaken for about three seconds before being thrown back down to the ground. During this assault, sharp fangs pierce your body, and you're helpless until the Night Ripper releases you. After two or three of these attacks, you'll die of blood loss, so retreat as soon as you see a Night Ripper, and let loose with a powerful weapon.





If the Night Ripper hasn't room to maneuver for a bite, it lunges at you with startling speed. Keep your mind from snapping from the horror, and prepare to fire a large weapon before the Night Ripper closes in for a tearing slash. When you find yourself facing two Night Rippers, attack the one closest to you first, and run for a narrow path where you can face the beasts one at a time.

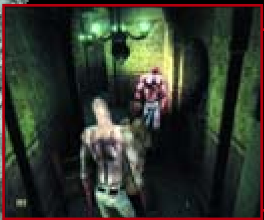


Pistols are little use against these beasts, and even the Triple-Barreled Shotgun requires valuable seconds to take down a Night Ripper. Instead, bring your most powerful weapons into combat—the Grenade or Rocket Launcher are acceptably devastating tools, as is the Plasma Cannon, which completely stops the Ripper from charging and sends these horrors back into the shadows.

Tip

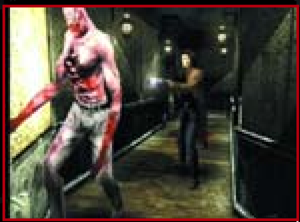
Night Rippers have been spotted roaming the Swamp, Shore, Forest, and the catacombs beneath the Fort.

The Hybrid

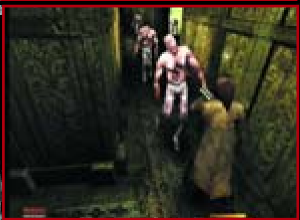


Height: 2.10 m
Weight: 110 kg
Strengths: Fearful, painful attack
Weaknesses: Extremely slow
Dispatch with: Shotgun, Grenade Launcher









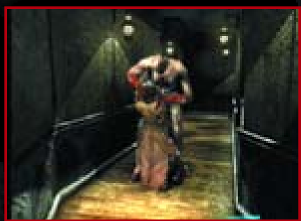
During the past decades, a number of unsolved kidnappings and the disappearance of residents and tourists throughout coastal Maine have perplexed the authorities and frightened local inhabitants—especially those living in remote areas. Now we can account for the vast majority of these unsolved disappearances (and those of the many retainers working for the Morton family)—they seem to have been the work of Alan Morton. Taken to Shadow Island, these “subjects” formed the basis of much of Alan’s complex experiments. Kept in cages in a laboratory deep within the bowels of an ancient fort, these hapless innocents were the first humans to experience the horrific fusing of the real and shadow worlds. The results are shambling half-human hybrids, driven insane by months of torture and inhuman suffering.

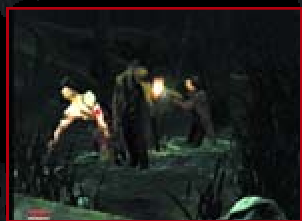
Standing tall and clad in the remains of whatever they were wearing when they were taken, the Hybrids have been released from their prison and now wander in a number of island locations. With withered flesh hanging loosely off of festering muscle and bone, these mutations are repulsive to behold—arms end in single blood-soaked talons, and a giant vertical mouth snaps and stretches from the torso, while vacant yellow eyes hide a tormented soul. They are slow and easily avoidable and have average strength, but they execute a fearsome neck bite and are relentless in their quest for fresh human flesh.



Hybrids are usually encountered in groups of two or three—whenever you spot one of these shambling and moaning zombies, there’s sure to be another nearby. Pepper them with Triple-Barrel Shotgun fire at range—three blasts should do the trick (but watch your reload time!). The Grenade Launcher also works extremely well for dispelling these tormented souls.

If a Hybrid gets too close, expect to be lunged at, grabbed, and bitten around the neck, face, and shoulder. You automatically shake and wrestle with the Hybrid, desperate to push the beast back. This attack is highly damaging—around six of these maulings can fatally wound you. Blast the Hybrid with all available ordnance (usually the Shotgun), or simply avoid them before they get too close.





The Hybrids’ supernatural nature becomes evident when they are vanquished—they dissolve into the shadows with a faint moaning. Although these horrors were once human, deviant laboratory experiments have sapped all humanity from these creatures. Those who still feel unable to destroy these crossbreeds, or those running short on ammunition, should move swiftly around them.

Tip

Hybrids have been spotted roaming the Blockhouse, formal gardens, and Fort, and they infest the Manor as well.

The Book of Shadow Monsters



The Procuraptor



Height: 2.80 m
Weight: 80 kg
Strengths: Extremely strong, flying ability
Weaknesses: Easy to dispatch once weak spot is known
Dispatch with: Rocket Launcher Pistol

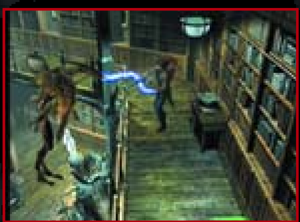






A vicious beast of the night, the Procuraptor embodies the continuing evolution of the horrifying creatures of shadow. This one actually employs electrical energy—light itself—in its terrifying attacks. Thankfully, only one of these intelligent, swift, and deadly flying dragons has ever been seen on Shadow Island. Named by one of the Morton elders as a perverse play on words (a procurator administers the wishes of another), this entity seems to be bent on carrying out the wishes of a long-dead master, and it's said to appear only after being summoned by a secret combination found only in the mansion Library.

The Procuraptor flies on tattered leathery wings, with large insect legs attached to a skeletal body, and a mockery of a bird's head (almost reminiscent of a prehistoric pterodactyl). It shrieks and bays loudly as it closes in for combat. However, this creature's main attack isn't with its spindly arms or oversized beak—it strikes with lightning, using its wings as an impenetrable shield. Only the most powerful of weapons can slow this strong and magical specimen of the shadows.



The Procuraptor never lands on the ground to attack, as it is weak and vulnerable when it isn't flying. Instead, it selects a victim and hovers nearby, shielding itself from minor ordnance by using its wings for cover. After it has summoned enough energy, it smites its victim with a burning electrical charge—a single blast, or a longer and excruciatingly painful stream of lightning.



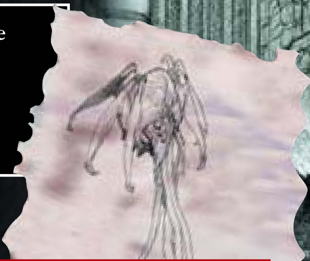
The speed of the strike is impressive, and the damage it causes is immense. You need to react quickly by snapping out of the aching stun and retaliating with your most powerful weapon. Wait too long, and you'll miss as the creature flits to another position. Use the Rocket Launcher for best results.



Expect the Procuraptor to change its position a number of times, then launch a rocket into its scaly hide as soon as it stops to hover near you, and again when it spreads its wings and arches backward—this knocks the beast away from you, allowing breathing room prior to another bout. Equipped with the Rocket Launcher, you can down this ragged monstrosity in about four shots.

Tip

The Procuraptor is said to make its home high atop the mansion's turrets where lightning strikes, two floors above the Library.



The Arachnocid

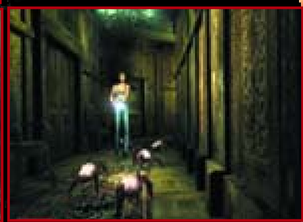


Height: 0.30 m
Weight: 1.5 kg
Strengths: Ambush capability, attacks in packs
Weaknesses: Extremely weak, susceptible to fire when latched to ceiling and on ground
Dispatch with: Revolver









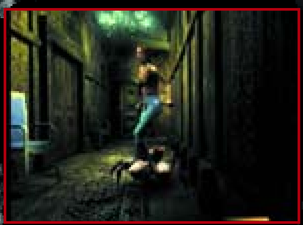


Infesting the rotting roofs, sheltered tunnels, and darkest places of Shadow Island are a number of spider-like beings that have evolved into patient and deadly predators that silently dangle from ceilings. Growing up to three feet long, they share some arachnid traits with their earthly cousins. However, they tend to congregate in packs, have six legs instead of eight, and don't use adhesive secretions to disable their foes. Instead, Arachnocides wait until their potential meal is directly beneath them, then drop down onto the victim's head.

After they latch onto their prey, a large oral cavity opens to reveal thick tendrils used to strangle and incapacitate. Once the victim succumbs to this ambush, a disgusting and otherworldly display of gluttony takes place. However, if an attack misses, or the Arachnocid is shaken off, the pack quickly swarms and swipes at the victim's feet with vicious pincers. Fortunately for those encountering the Arachnocid, they are easily eliminated with two or three well-aimed bullets or a single Shotgun blast. However, complacent adventurers can become overrun by these hungry abnormalities of the shadow world.

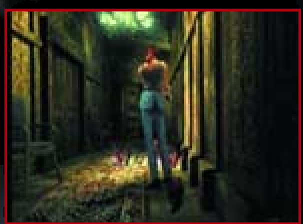


Note the open mouth, the temporarily prone nature of the victim, and the zealousness of the attack. Just prior to an Arachnocid dropping from the ceiling, you may hear a small squeak, which gives you a minuscule amount of time to react. More often than not, however, this attack comes as a complete surprise. You automatically shake the fiend off your head, after which you should back up to a wall and ready a counterattack.



If the Arachnocid attack fails, the tendrils contract and the shadow spider hits the ground with a nauseating plop. Although quick and able to scuttle behind cover, Arachnocides usually attempt a second attack—charging the feet of their target. You react by shaking them off your foot and planting a foot into their thorax. The damage from the second attack is minor.

Arachnocides can be avoided with minimal harm if you aim at the ceiling where they hide, or if you're quick and can dodge the attacks from the air and the ground on your way to an exit. This is the best course of action if you are low on ammunition.



However, if you find yourself closed in, or simply want to rid Shadow Island of all filth in monster form, attack with your pistol and continue shooting until every Arachnocid is blown away—or take out every Arachnocid in the vicinity with a single grenade launch.

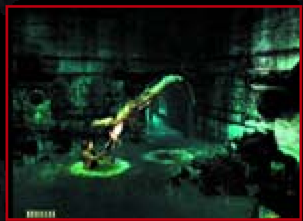
Tip

Groups of Arachnocides have been seen scuttling on the ceilings of underground caverns and in mansion interior rooms and corridors.

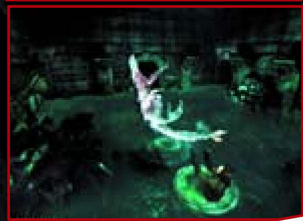
The Phocomelus

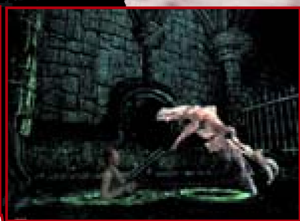


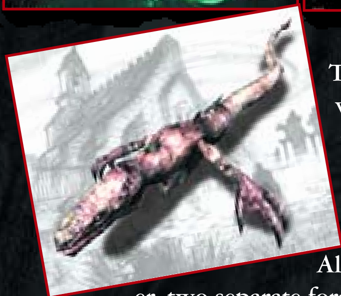
Height: 3.60 m
Weight: 100 kg
Strengths: Fearful, unseen and savage attack
Weaknesses: Easy to hit, surprisingly weak
Dispatch with: Revolver, Rocket Launcher Pistol, Lightning Gun











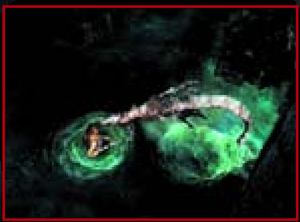
This horrific being exists in a world of limbo. It temporarily appears in its physical form in sewers or stagnant ponds and attempts to drag its prey into the depths of darkness itself. Although it's a solitary marauder, two separate forms of this frightening monstrosity have been noted in cryptozoological journals—a fleshy entity and a greener, larger beast with sharper features. Both have similar features: an elongated bird-like head attached to a ligament-filled snake-like body ending in a thin but robust tail. Either side of the body sports a sickeningly atrophied arm ending in a talon.

This developmental anomaly in the arms must have perversely interested the Morton family member who named this creature. Phocomelia (from the Greek "phoke" or "seal," and

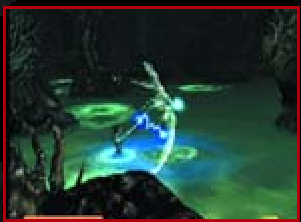
"melos" or "limb") is the name given to a birth defect in which the upper portion of a limb is absent or poorly developed, so that a hand or foot attaches to the body by a short, flipper-like stump. Hence the original "seal limb" nomenclature. Adventurers be warned—this is no seal; this is a relentless foe that must be faced. Its single, pouncing dive inflicts often-fatal damage.



This ghostly foe always appears behind you in water. Turn to face the creature rapidly. If you fail to turn and attack the Phocomelus, the beast seizes you, pierces you with teeth and claws, and drags you underwater. Expect to succumb to this aquatic terror if you are attacked two or three times—this attack is extremely dangerous, resulting in lacerations and possible drowning.



During a successful swooping attack, both the Phocomelus and victim disappear underwater for a few seconds, with the victim finally emerging choking, soaking, and bleeding from the beast's claw and bite attacks. This is a good time to employ a First Aid Kit. Continue to move through the water, brandishing your weapon of choice (the Triple-Barreled Shotgun and the Rocket Launcher are good options).



Thankfully, you can employ the Lightning Gun in the water—and a constant stream of fire defeats a Phocomelus in a single blast! Alternately, try the Triple-Barreled Shotgun—those with quick aim can ready for a Phocomelus attack, quickly spin around, plant three shells into the beast's ethereal hide, then pop off another three as it falls back into the water. Finally, you cannot emerge on dry land until you have defeated this fiend.

> **Tip**
>
> The Phocomelus has been spotted in the mansion's sewer system, in the murky waters of the Swamp, and in the underground waterways. A small light-sensitive Phocomelus is also said to inhabit a small rug in an Attic bedroom.

The Hound of Tindalos



Height: 0.85 m
Weight: 15 kg
Strengths: Fast, constantly appearing
Weaknesses: Susceptible to lightning
Dispatch with: Lightning Gun, Triple-Barreled Shotgun









These are the shadow hounds, spoken of only in legend. First appearing to an elder Morton family member in his youth, a funnel of smoke pouring out of a corner in the basement of the mansion began to manifest itself into the head and body of a *thing* that should not exist! It's a representation of all the universe's evil. Some texts suggest that a Hound of Tindalos is immortal, descending upon prey for reasons mere humans cannot possibly fathom. The Hound of Tindalos the Morton first encountered was a weaker creature that could be dispelled.

That isn't to say that a Hound of Tindalos is a simple adversary—far from it. They are fast, attack in packs, and rip through flesh in seconds with their razor-sharp teeth. Although they have only average strength, their jumping bite inflicts appalling injuries, and their tremendous speed makes it difficult for their victims to flee. Instead, victims tend to stand in a dissociated trance, viewing the dissolving flesh of these skeletal mastiffs in an abject catatonic state.



Attacking in packs of two or more, and sometimes appearing out of thin air to charge at you with a single vicious purpose, the decaying Hounds of Tindalos are more than a match for the unprepared adventurer. Stand your ground and switch to the most powerful weapon in your arsenal. The Lightning Gun is excellent for vanquishing two or more of these dogs at once.





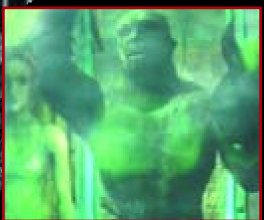
Prepare to receive rotting teeth to the arms and torso if a charging hound connects with you. After automatically shaking the beast off and stemming the bleeding, check your health. Attack with a weapon before the dog connects with a jumping bite.

Trying to run? Good luck—you'll need it when these unrelenting Hounds chase you! You'll also need to avoid the Hound of Tindalos's second attack, a series of bites at your heels and legs that inflict major wounds. It's better to stop running, face the four-legged fiend, and turn up the heat, courtesy of the Lightning Gun.

Tip

The Hounds of Tindalos have been spotted roaming the Cemetery—and are rumored to exist deep in the underbelly of the island in a subterranean Hell of warped labyrinthine tunnels.

Hybrid Elder



Height: 2.30 m
Weight: 150 kg
Strengths: Fearful to view, incredibly strong
Weaknesses: Prone after attack, susceptible to lightning
Dispatch with: Grenade Launcher



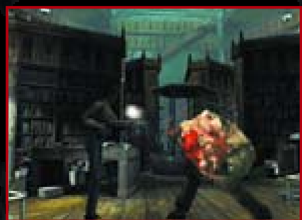






Photographic proof of one of Shadow Island's more repulsive legends was never available until now. According to local folklore, a venerable member of the Morton family, driven insane by the entities he and his brethren experimented on and unleashed into the world, was subdued and caged *by his own family*, then drugged and moved to a secret location somewhere below the island's ancient Fort. When the narcotics began to wear off, he was fed scraps of raw meat, allowed to wallow in his own private Hell of festering wounds, then appears to have been experimented on by his own offspring!

The Morton family's dabbling in the shadows of their own gene pool created a veritable demon—a possessed former-human that exhibits immense strength and continuous violent delirium. Now this human shell hosts a being of pure evil. The last remnant of sanity remaining in this Morton's brain is the desire for revenge. Proving too violent to keep locked away, this hideous creation was restrained, doped, placed in a 10-foot high vat of formaldehyde, and sentenced to eternal sleep in a secret compartment hidden in the mansion. Woe to anyone foolish enough to wake this particularly degenerative strain of Morton….



Not only does this insidious mummified family member appear to be real, but our field photography also shows just how indestructible this Hybrid Elder has become—he seems impervious to all forms of gunfire. This behemoth shrugged off Grenades and Shotgun blasts, whether magnesium or explosive-based, and anything else our investigator threw at him.



Peppered with blast after blast, this unyielding foe eventually fell—but only after hideous wounds were inflicted on our adventurer. Alas, later in our expedition, a fully resurrected Hybrid Elder leapt out of bushes (while we leapt out of our skin) and continued an unrelenting charge. Can this creature be stopped?



It seems that Edward Carnby does not encounter this Hybrid Elder in his mission. However, Aline is ambushed and stalked a number of times by this horrific Morton family member. It chases Aline through the Cemetery to the base of the Fort Tower (where electrical discharges appear to be more effective). Enhanced photographic evidence on this creature's clothing revealed the letters "HM."

Tip The Hybrid Elder is said to be hidden in a large pentagonal room in the mansion.

Live Fire Results

After copious experimentation on the constitution of the island's mutated population, we are pleased to announce the conclusions to live-fire research conducted with the eight different weapons accessible to investigators. The following table is presented to ensure that adventurers choose the appropriate ordnance in the combat zone.

Creature Susceptibility Chart—Edward Carnby

Monsters	Custom Colt Carbine Revolver	Triple-Barreled Shotgun (per firing)	Grenade Launcher	Rocket Launcher Pistol	Plasma Cannon (per burst)	Lightning Gun (per burst)	Photoelectric Pulsar (per shot)
Dog of Darkness	3	N/A	N/A	N/A	N/A	N/A	N/A
Photosaurus	24	5	3	2	4	10	1
Ophtalmicid	10	2	1	1	3	N/A	N/A
Luxrat	1	1	1	1	1	1	N/A
Night Ripper	40	8	4	2	10	20	1
Hybrid	15	3	2	1	4	N/A	N/A
Procuraptor	100	20	9	5	N/A	N/A	N/A
Arachnocid	1	1	1	1	N/A	N/A	N/A
Phocomelus	6	N/A	N/A	N/A	N/A	N/A	N/A
Hound of Tindalos	15	3	2	1	4	10	1

Creature Susceptibility Chart—Aline Cedrac

Monsters	Silver Revolver	Triple-Barreled Shotgun (per firing)	Grenade Launcher	Rocket Launcher Pistol	Plasma Cannon (per burst)	Lightning Gun (per burst)	Photoelectric Pulsar (per shot)
Dog of Darkness	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Photosaurus	25	5	3	2	N/A	N/A	N/A
Ophtalmicid	10	2	1	1	3	7	1
Luxrat	1	1	1	1	1	1	1
Night Ripper	36	8	4	2	10	20	1
Hybrid	15	3	2	1	N/A	N/A	N/A
Procuraptor	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Arachnocid	1	1	1	1	N/A	N/A	N/A
Phocomelus	N/A	2	1	1	N/A	N/A	N/A
Hound of Tindalos	15	3	2	1	4	10	1

The Unspeakable Horrors

The previous collection of unnatural mutations and shadowy fiends are mere lambs to the slaughter compared with the major entities said to inhabit the depths of this godforsaken island. Those of the strongest sanity have ventured into the deepest recesses of this blasted outcrop, and only a few have returned. Of these, many came home gibbering maniacs, twitching with convulsions, and unable to recall the demented horrors that haunt the darkened abysses. What could have caused these horrendous mishaps our photographer snapped before losing his mind? What colossal monstrosities are waiting to wreak havoc on our world when the planets align in the heavens? Only the bravest of souls will venture into this cursed place to find out the truth....













Edward Carnby's Dark Journey

Inventory

Weapons



Your double-barreled Custom Colt Carbine Revolver fires two bullets simultaneously.



You also carry a box of 24 9mm Magnesium Bullets. The Custom Colt Carbine Revolver can fire six shots, each shot firing two bullets—so you can put 12 bullets in it.

Objects



Switch on the Flashlight (press ●) at every opportunity, otherwise you can leave it on and press ● to turn it off. It lights the desolate landscape and fends off shadow monsters.



The Walkie-Talkie has a range of several miles. You can communicate with Aline by pressing R2. Johnson can also use this transmitter.

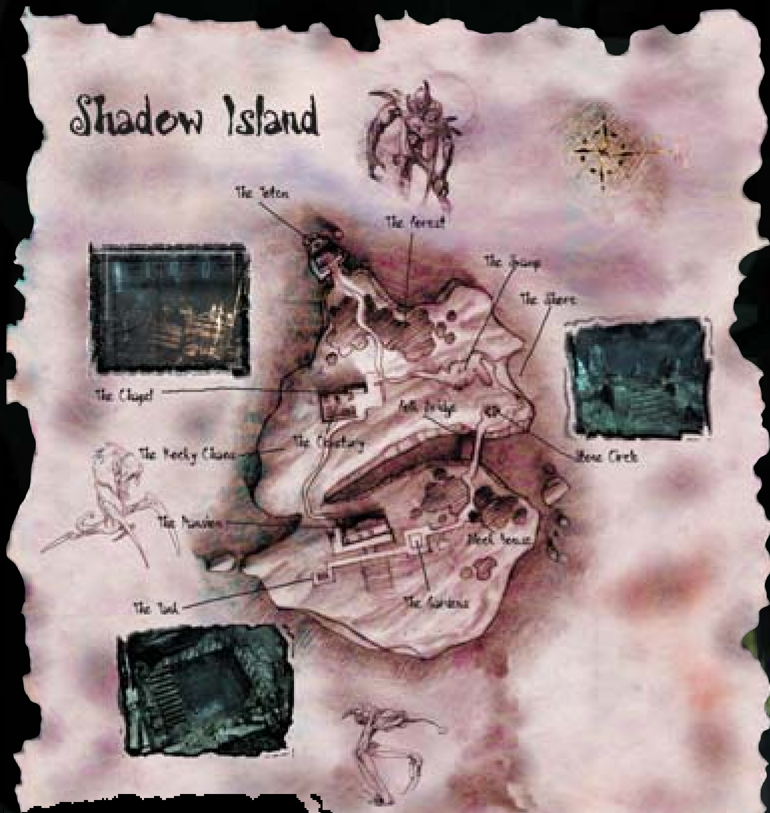


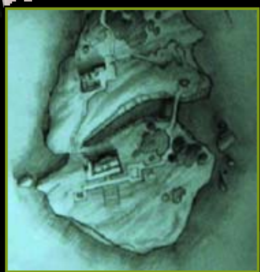
The First Aid Kit, containing bandages, disinfectant, and a small bottle, heals wounds.



The Charm of Saving, a magical pendant of the Abkanis Indian tribe, saves your game.

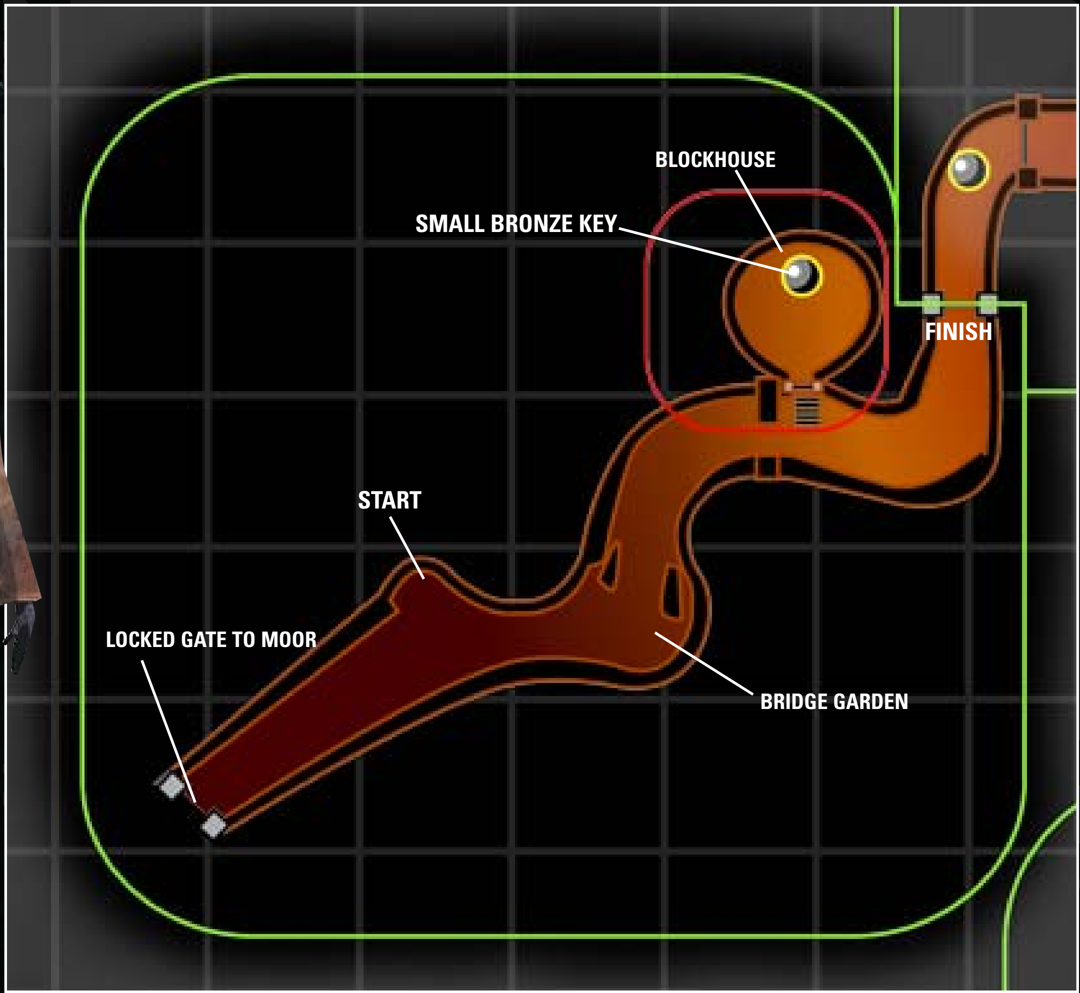
Shadow Island Map



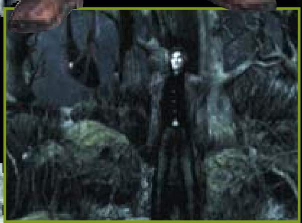


Johnson gave you this sketched map of Shadow Island. You've landed in the wooded area east of the mansion, just south of the gorge.

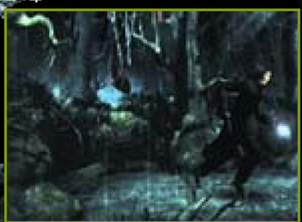
Bridge Garden

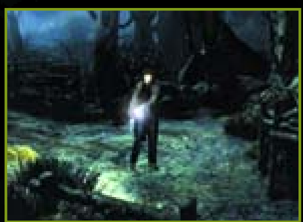






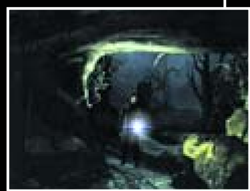
Extricate yourself from the red parachute harness and check the surroundings.



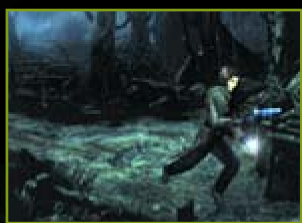


To survey the area, switch on your Flashlight (press ●), stand still, and move the Analog Control Stick around. Exit the alcove to the right, appearing at a stone-and-dirt path.

Tip



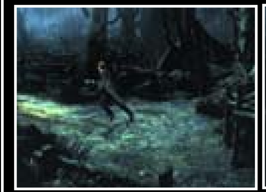
When you're standing or moving, your Flashlight beam shines straight ahead. Use the Analog Control Stick while stationary to shine the Flashlight around. Various important features can be spotted with some deft Flashlight waving.



You can head left along a path splattered with congealed blood, or right to a left turn in the path. Head right.



Off the Beaten Path: Ambush at the Gate




If you head left, you'll see that the "blood" is actually soil crumbling from the sides of the path. Run up this exposed trail to a rusting iron gate.



As you approach, three zombified figures appear out of thin air and surround you!

These hallucinations disappear a split-second later. You find the gate sealed with a combination lock made of four arcane symbols. You can go no farther without an Engraved Metal Plate.



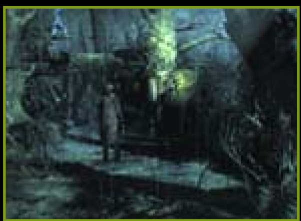



As you head right, Aline radios in. She's safe for the moment, having landed on the mansion's roof, but she has hurt herself upon landing. You wave your Flashlights at each other to show your locations.

Simulacra Corner

The knotted and tangled tree bark and vines have conspired to form an animal face—possibly that of a lion.





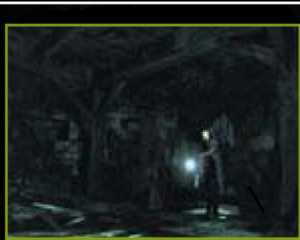
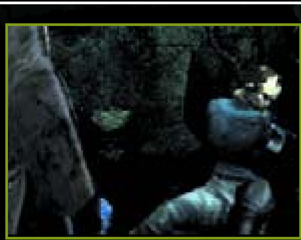


Move up the path, under a fallen tree trunk, and continue until you spot the domed roof and sandstone archway of an old Blockhouse.

Off the Beaten Path: Steel Gate

If you ignore the bloody Blockhouse, you reach a solid-looking steel gate with an ivy-patterned design. It is locked and cannot be breached without a key. If you radio Aline (press R2), she suggests finding a "garden shack or tool shed" where a key may be hidden.



Step up to the blood-soaked Blockhouse entrance. Inside the rubble-filled bunker lies a badly wounded man whose arm is ripped from its socket. This fellow was probably a sailor bringing over supplies. But how did he end up in this state? The sailor speaks of his misery and then slumps back down.




Shine your Flashlight to discover a sparkling object next to the man's left leg. Pick up (✕) the Small Bronze Key. Pocket it and vow to return. Exit the Blockhouse and move down to the path.



The sailor has vanished, leaving a pool of blood where the body was. Where did the man go? And what was that unearthly growling?

Arcane Insight



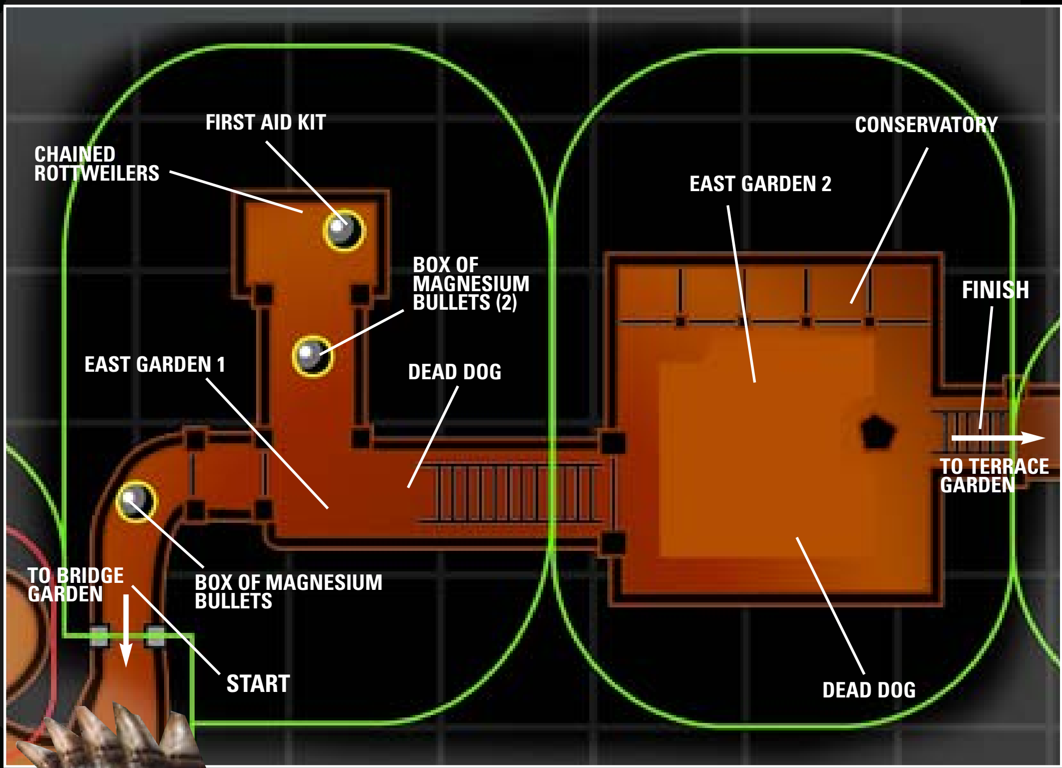
Blockhouses

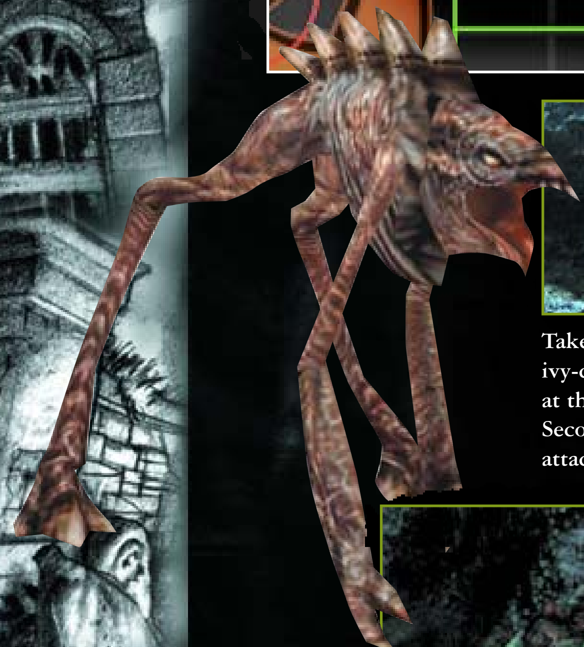
A blockhouse is a small fortification, usually temporary, serving as a barracks. Blockhouses have been used since the 15th century to guard strategically important areas. Typically with an overhanging second story and loopholes for gunfire, New England blockhouses were built of timber and stone and used in frontier colonies to repel Native American attacks. The example shown above, however, comes from Bulgaria in the early 1900s.



Return to the path and move to the ivy-pattern door. Use the Small Bronze Key by pressing ▲, selecting "Objects," and then "Use," (both with ✕). This leads to East Garden 1.

East Garden 1





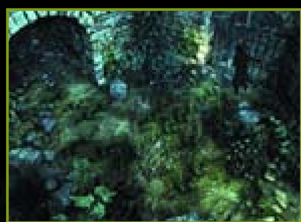




Take a couple of steps forward along a stone path flanked by crumbling walls and ivy-covered archways to view a horrific scene. Two rottweilers, crazed with fear, lash at their chains while a third dog wakens from sleep and growls at an unseen foe. Seconds later, the dog is swiftly attacked and killed. You can just catch sight of the attacker—an Ophtalmicid.




Notice the Box of Magnesium Bullets near the first corner of the path.



Move through the archway into a moss-covered courtyard. Continue forward, past the corpse of the dog and up the steps.





If you enter the gated archway, you appear in a long garden path lined with crumbling walls. You spy an object on the ground, and as you move to inspect it, the tethered rottweilers break free of their chains and rush past you, disappearing from view. They cannot be followed. The object turns out to be more bullets.




In the Dog Pen, a decaying courtyard where the rottweilers were housed, look on the sill of an ornate but moss-covered fountain to find a First Aid Kit. Then retrace your steps to the grand staircase before the archway, leading to the ornate esplanade—East Garden 2.

East Garden 2



As you pass through the stone arch and into the ornamental garden, draw your weapon immediately—a decomposing rottweiler carcass, freshly reanimated, launches at you.



Tip

Stand and attack rather than running. Dogs of Darkness are fast and will attack if you run.




You must dispatch five Dogs of Darkness. Minimize ammunition loss by shooting each Dog only twice. Once wounded with two rounds, the Dog drops to its haunches, and eventually dies.




Deal with the first Dog of Darkness, then head left toward the dilapidated Conservatory. You come to a columned corridor.



A Dog of Darkness leaps over the balcony and attacks. Wait until you can see the right-hand corner, edge forward with Colt primed, and stop when the Dog leaps. It should land at your feet, requiring only two shots to drop.



You reach a courtyard with a lion statue. Another Dog charges from the shadows behind the lion. Dispatch it.



Continue along the garden path, passing a rottweiler corpse, and return to the East Garden 2 entrance.



Now take the shorter right-hand path and avoid the Conservatory, you follow a dimly-illuminated garden path and stumble on the remains of a rottweiler.



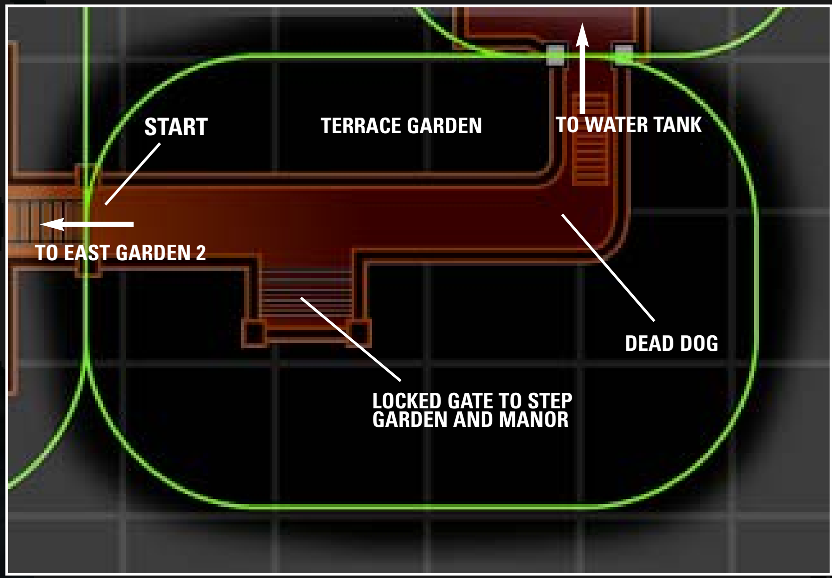

Round the corner to see the steps to the terrace and the lion statue. Take one step farther, and one Dog of Darkness bounds in from behind while another leaps out from the lion statue. Quickly slay them both before you're wounded too severely.



As soon as you tread on the first step, another Dog of Darkness bounds down the stairs to attack. Stop this Dog dead in its tracks and move to the Terrace Garden and Manor entrance.



Terrace Garden





Enter the once-opulent Terrace Garden. You can contact Aline in these garden areas—she curtly informs you that she's under a lot of stress and has seen nightmarish figures, but has met an old woman who appears to be Obed's mother.





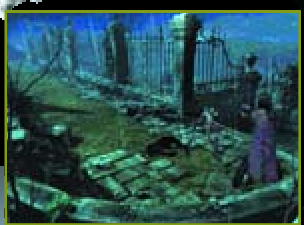

Farther down the terrace is the once-grand entrance to the mansion. The gate is firmly locked. Aline radios in, obviously perturbed. Then the radio cuts out and three shots ring out, lighting up a first-floor room. Has she succumbed to the dark?



You can't reach Aline by radio, so turn back down the steps and then go right. An unknown figure watches from the darkness of one of the Manor's rooms.

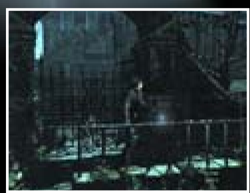


After passing a statue of a monk with a staff, you see the mutated beak of an Ophtalmicid tearing at rottweiler flesh, and you realize the fate of the chained hounds. The Ophtalmicid retreats into the darkness with an angry hiss.

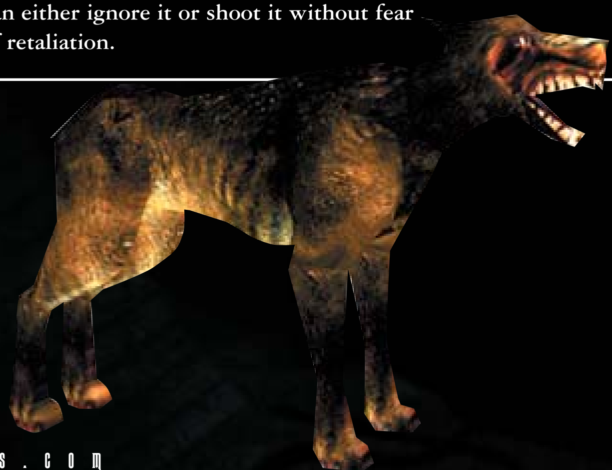


As you step over the dog's cadaver, a blue glow appears—a portal from the netherworld. An Ophtalmicid forms from the shadows and attacks. Either dispatch it or avoid it, then head down the steps and open the gate (✕).

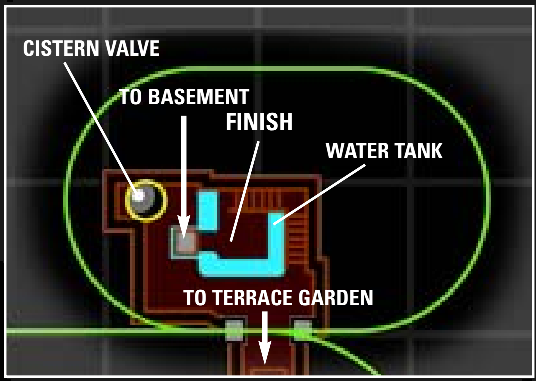
Tip

You need quick wits and quicker reflexes to avoid being impaled by the Ophtalmicid's beak. This creature absorbs between nine and ten rounds before dissipating, so avoid combat if you're low on ammunition. When the blue light appears, run down the steps and open the gate. You appear near the Water Tank with the Ophtalmicid trapped on the other side of the gate. Now you can either ignore it or shoot it without fear of retaliation.



Water Tank





Once down the steps and through the gate, you appear in a narrow pathway next to tall iron railings. You can move right or down some damp steps to a water-filled cistern.



Head right and run around the top of the Water Tank and you come to a valve.



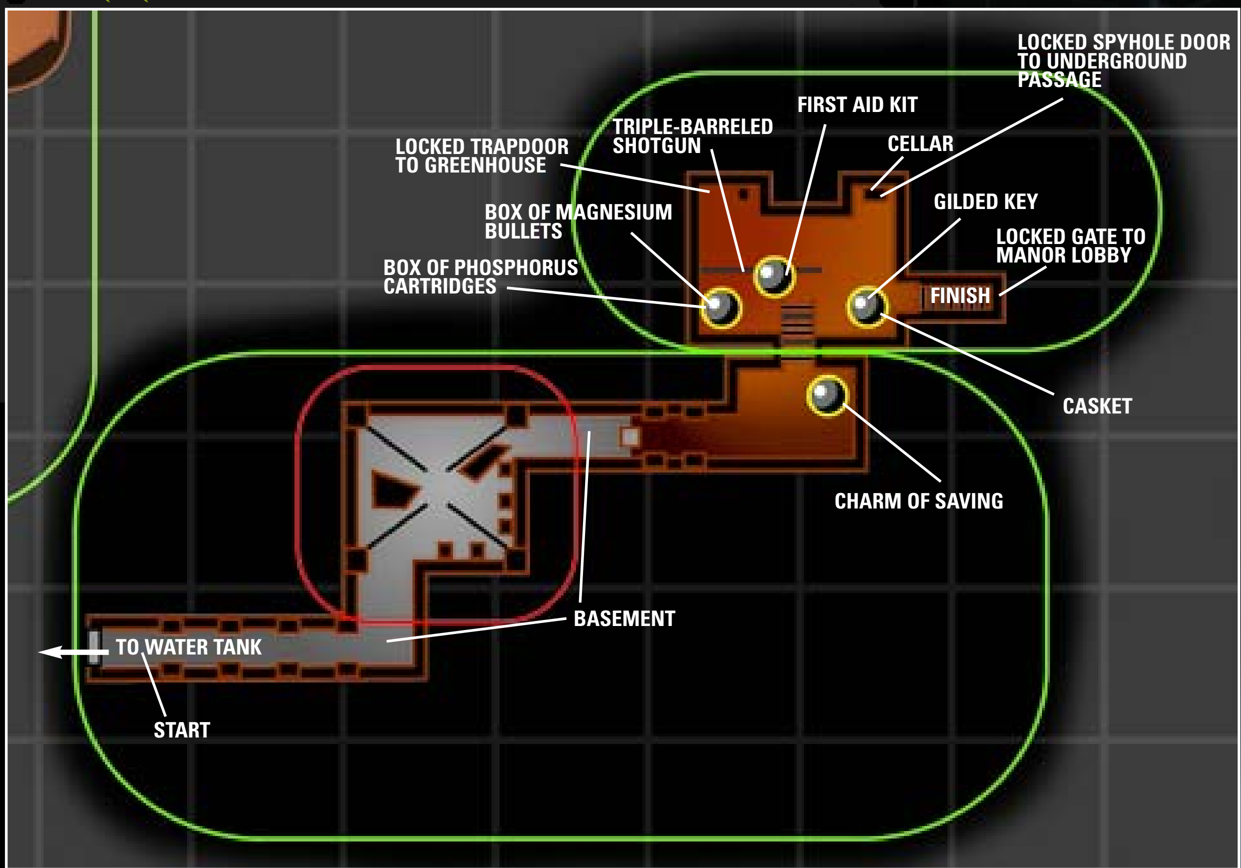


Activate the valve to lower the water level, revealing more steps and a darkened tunnel entrance. When you return to the railed pathway, another Ophtalmicid appears in a cloud of blue ectoplasm. Shoot it until it disperses. This takes nine or ten shots, so reload at the Inventory screen, and time every shot to strike the Ophtalmicid as it lunges. Shoot too quickly and you'll miss, wasting valuable ammunition.



Once the Ophtalmicid is defeated, descend the steps into the greenish water. This must be the Manor's sewer system and basement. Invoke the power of the Abkanis Charm and save your progress.

Basement








You have to wade through waist-deep water in this damp Basement (also known as the Pipeworks). Struggle down a long corridor, slosh to the left, and appear in a large crumbling antechamber. A trail of ripples follows you….



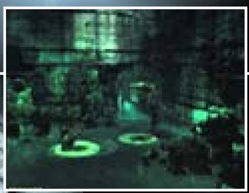
Shine your Flashlight around to reveal oily filtrates on the water's surface and a barred exit on the opposite side.

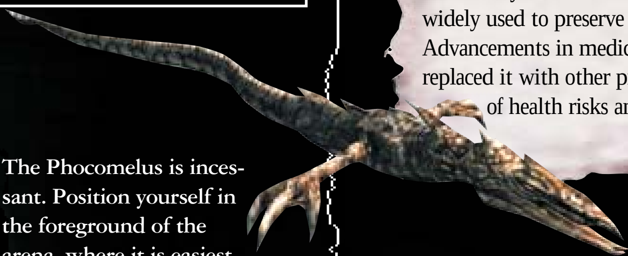



Something stirs from under the waste water—a terrifying preternatural being called a Phocomelus. Alligator-like with a huge jaw and flipper-like stumpy talons for arms, it rears up out of the water and then descends onto you, pulling you underwater. As soon as you spot it, quickly turn and fire six rounds into its scaly hide.

Note

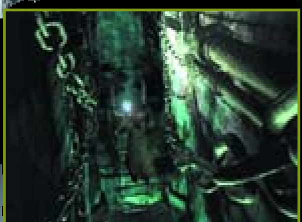
You can't escape the Phocomelus, so don't try. You can't exit the arena by the archway in the top right corner, and retreating into the Basement tunnel only delays your battle.







The Phocomelus is incessant. Position yourself in the foreground of the arena, where it is easiest to spot and react to the monster. Once the beast is defeated, exit via the top right tunnel.



You emerge in a waste tunnel crisscrossed with chains. Climb a rusting metal ladder into a damp overflow passage. Piles of rubble and two openings greet you.



The grating on the overflow passage is sealed up, so clamber onto the dry stone cellar floor, avoiding the rubble and heading for the strong, riveted prison-door. This leads to the cellar. Grab the Charm of Saving.



The door opens with a grinding creak. Climb a few stairs to a dark chamber with large blocks of stone scattered about. You are directly under the Manor.



Search the packing crates, jars, and an old armoire and you find a strange but powerful-looking Shotgun, cartridges for the weapon, a First Aid Kit, bullets, and traces of Formalin residue. Equip the Shotgun.

Arcane Insight

Formalin

Formalin, a solution of roughly one-third formaldehyde and two-thirds water, was widely used to preserve biological specimens. Advancements in medical science have replaced it with other preservatives because of health risks and other problems.



Ignore the coffin and grated entrance for a moment, and run up the two steps and to the left past another door. You see empty crates sent from the Boston University of Astronomy. A locked trapdoor is at the top of a ladder, but you can't pry it open.





Back near the room's main pillar, head right and inspect a second riveted door, identical to the cellar entrance. It's locked but has an open spyhole. Peep through to see a rough, man-made mining tunnel.





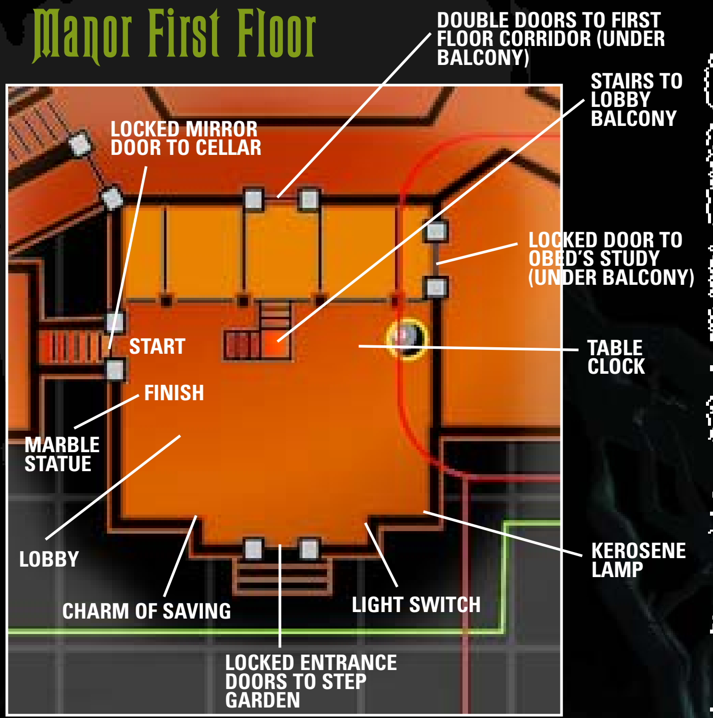


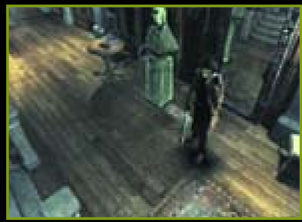
Return to the gate and find it locked. It's time to inspect the coffin. You're greeted by a horrific nightmare when you open the casket—inside lies a lifeless, badly decomposed, and disfigured Aline, her eyes torn from their sockets. The image disappears along with an inhuman wail, leaving a Gilded Key engraved "B CELLAR." If you look in the casket again, it appears empty.



Use the Gilded Key on the locked gate (it doesn't fit the riveted door with the spyhole), and enter a narrow corridor of steps leading into the decomposing opulence of the Manor Lobby.

Manor First Floor





You emerge on the Lobby's west side. Equip the Shotgun. Aline radios in that she's locked in a room somewhere in the mansion.



Tip

The only clue Aline gives is that the door to her prison is barricaded with a heavy object—possibly an antique piece of furniture.

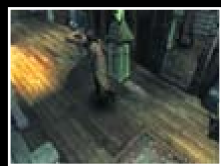






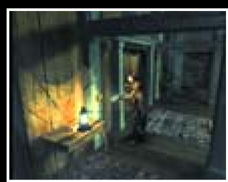
As you step forward, the lights flicker off and an Ophtalmicid forms from a cloud of ectoplasmic mist. You can run for the lights (move diagonally toward the gas lamps in the lobby's southeast corner) and then tackle the critter. Two expertly aimed Shotgun blasts send the creature reeling.

Off the Beaten Path: The Lobby

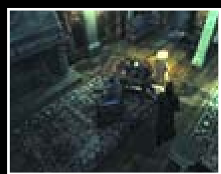


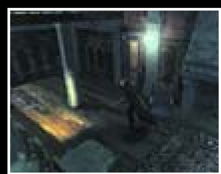
Explore the Manor Lobby before searching for Aline. Next to the green marble bust is a collection of old works on geology.



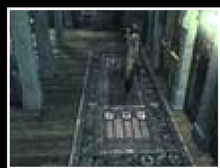


The Charm of Saving is on a small writing table in the Lobby's southwest corner. Next to that is a pair of imposing entrance doors—firmly locked—and a light switch next to another antique table with the lit kerosene lamp.





A drawing table holds a clock, and to the left of that is a granite fireplace. Note that the floorboards to the left of the fireplace rug creak. A second locked door is in the northeast corner.

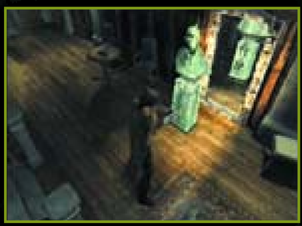


A long Indian rug lies next to a large pair of wooden doors. These are unlocked, but when you attempt to open them, Aline radios in, frantically asking why her rescue attempt is taking so long.



The mirrored door is locked. Notice the mechanism at the foot of the recently chiseled marble bust—two initials are required, and you don't know the code.







Check the floorboards next to the bust—they're scuffed. From the statue's left side, push the bust (press ✕) to the right. The mirrored door reflects the back of the bust and reveals two letters, "H" and "M." When you input the initials into the bust's mechanism, you hear a click behind a painting at the top of the stairs.

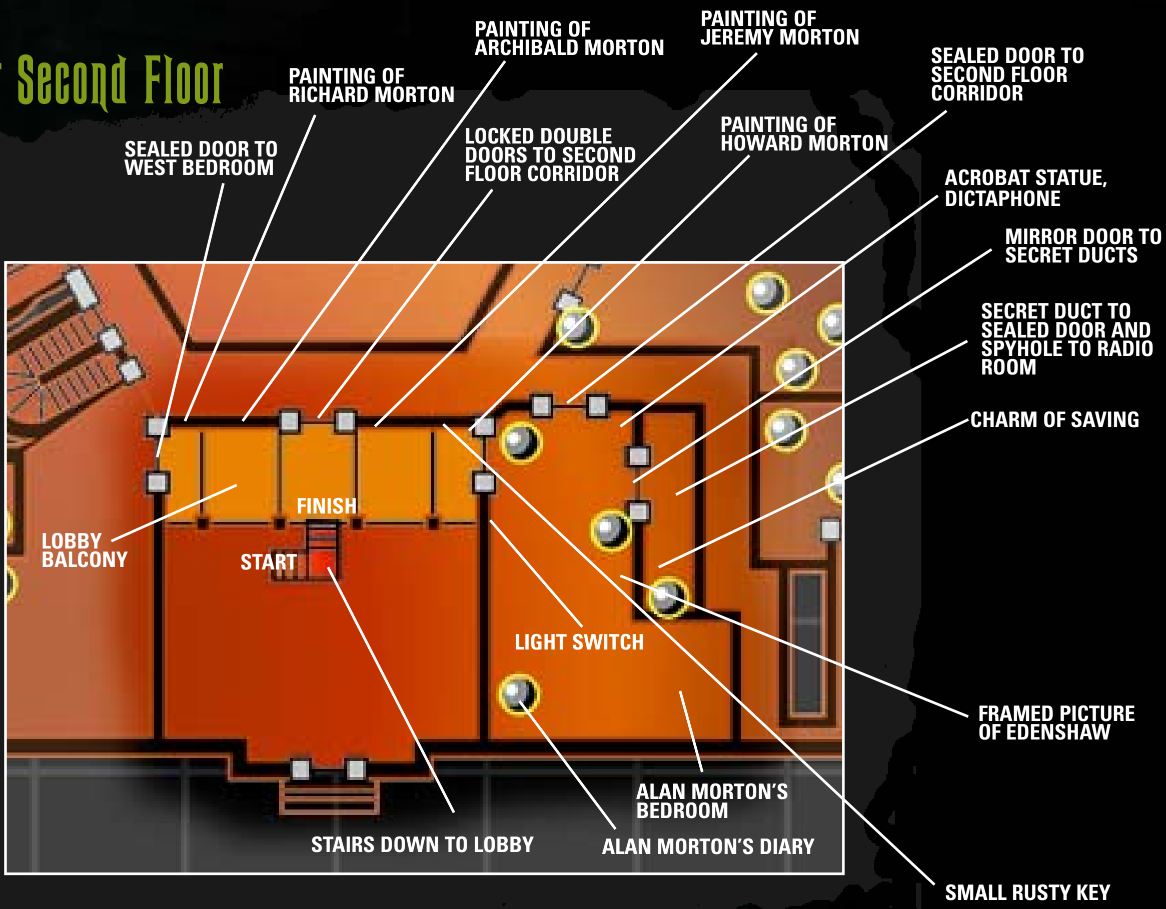
Tip

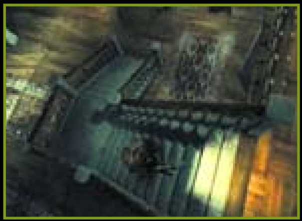


If you radio Aline prior to locating her, she informs you of a feeling she has about the letters carved into the back of the marble bust. Calling Aline throughout the game yields extra clues.



Manor Second Floor





Climb to the top of the stairs. The picture that clicked is the one on the far right.



The small paneled door in the balcony's northwest corner is sealed.





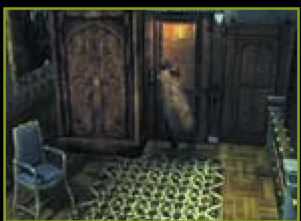
At the foot of all four paintings is a locking mechanism and a metallic plate. All of them are blank. The first picture on the north wall of the balcony seems oldest. It features a furious-looking gentleman in 19th century garb. On the table in front of him is a map of Shadow Island, and an odd-looking statue stands behind him.



The next painting depicts a heavily clad explorer. Behind him is a steamship caught in the ice. This looks like a polar expedition.



To the right of the locked double doors is a proud-looking scientist holding an astronomical device. He stands next to a young Native American—perhaps the faithful retainer known as Edenshaw?



Before you can check the final painting, Aline radios in that she can hear your footsteps. The object blocking the door seems to be a chest of drawers. Push it from right to left, revealing a door!





The final painting looks most recent, and it exudes a melancholy. The bust and the picture seem to be of the same man: "H. M." A mechanism now can be switched. This opens the painting on a previously locked hinge, revealing a secret compartment containing a Small Rusty Key with "2ND F WEST" engraved on it.



This secret mechanism also releases another freakish Ophtalmicid. Dismiss it with the Shotgun. Retreat into Aline's prison room if you're short on shells.





You find Aline safe, but lacking her jacket. She needs a safe place to hide, so help her up through a trapdoor in the ceiling. You're now in Alan Morton's Bedroom.



Fortunately, the electrical lighting is working (the switch is to the right of the bed), so check out this chamber. The door to the north is sealed, but the writing desk houses an Acrobat Statue and a Dictaphone.



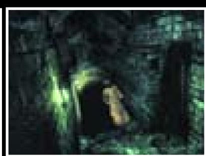


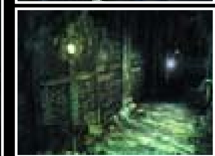


The bookcase at the foot of the bed contains a photograph of an Indian in front of an underground door. This must be Edenshaw. On either side of the door are two massive statues. On top of the cabinet next to the bed is a large Diary engraved with the letter "A."

Off the Beaten Path: The Decaying Ducts







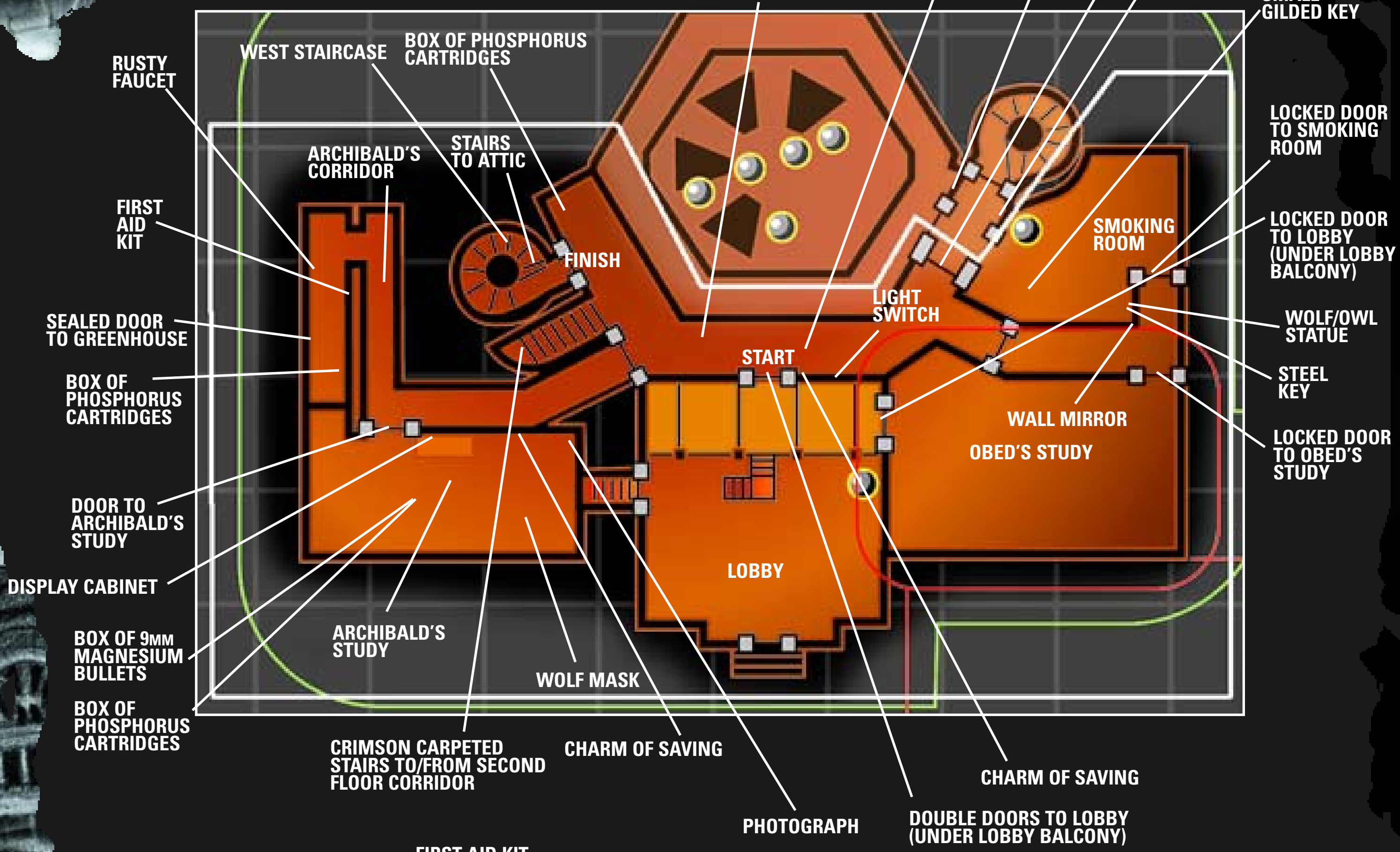


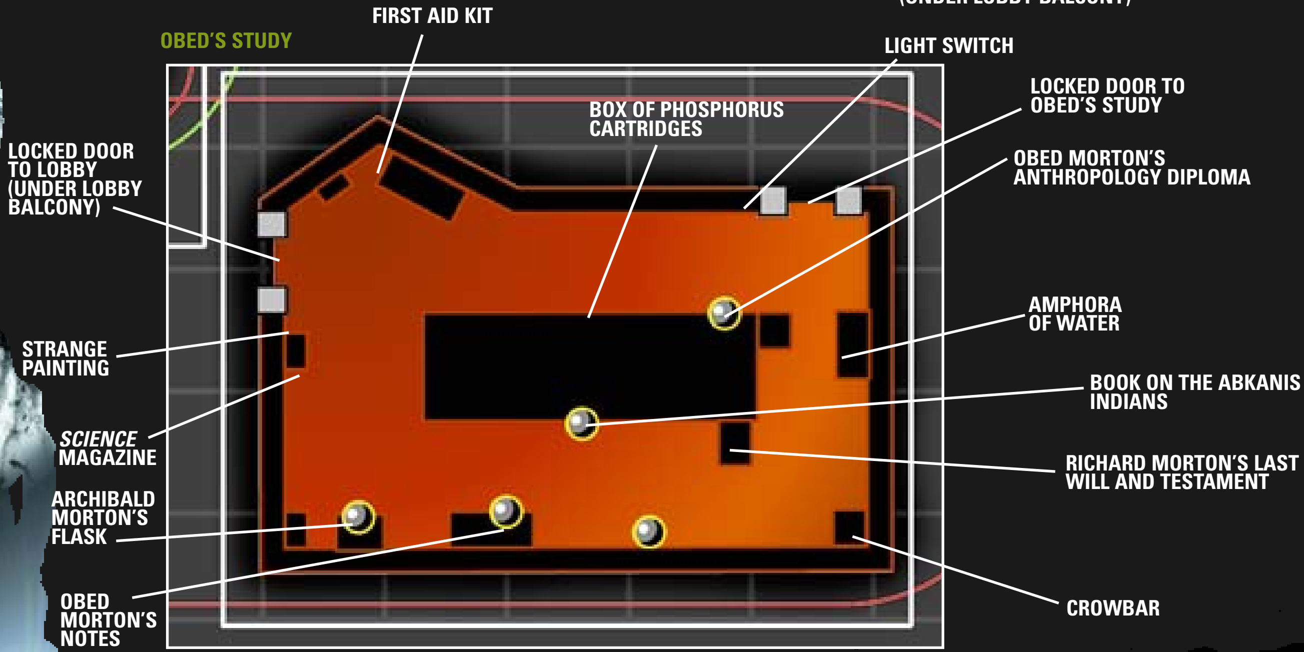
Once you've found the Diary, check the full-length mirror—it's a door leading to a set of crumbling steps, a door, another set of steps, and a thin L-shaped tunnel that ends at a locked door. Through the door is a spy-hole—you see a vast amount of radio equipment. This is a dead end, but it contains a Charm of Saving.

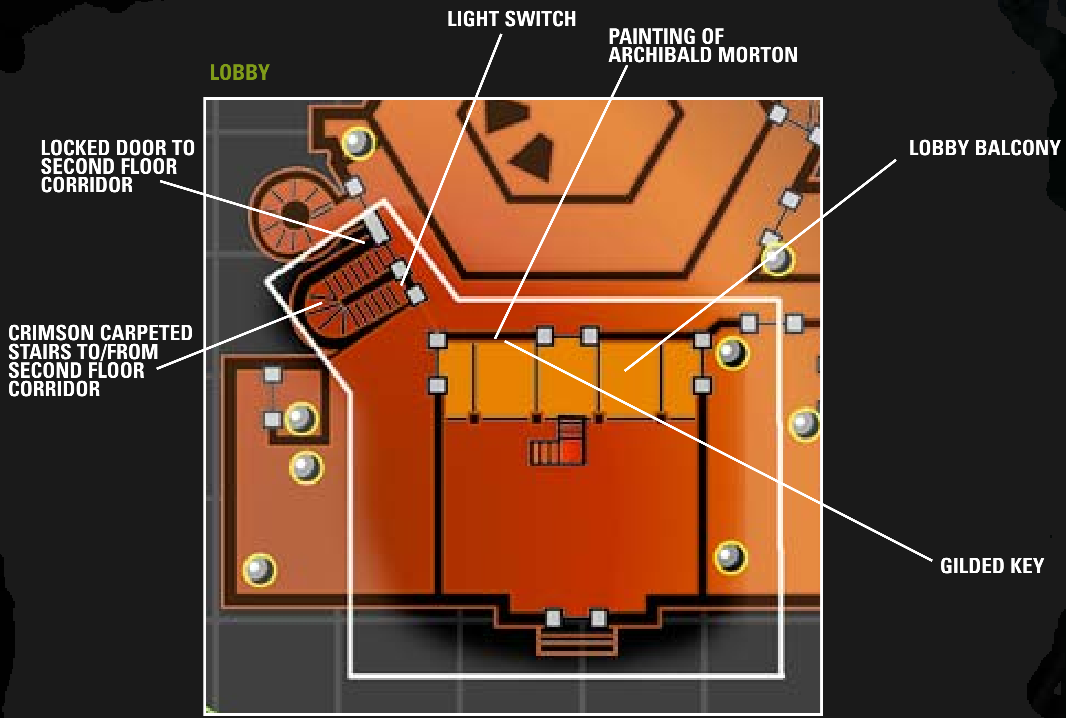


Leave Alan's Bedroom the way you came and head down the stairs to the First Floor, heading for the double doors underneath the balcony. The Ophtalmicid still lurks here if you haven't dispatched it.

Manor First Floor











As you enter the Manor's First Floor hallway, a gaunt Native American with white hair approaches.



He introduces himself as Edenshaw—"Guardian of this island." He instructs you to locate the Library, then offers a Charm of Saving and disappears.



You can contact Aline after the conversation to let her know that one of the Mortons has "crossed the threshold." Aline mentions she's off to find Obed Morton again.



Finding the Library is easier said than done. From the hallway, choose from three exits once you find the light switch (left of the double doors, next to the disfigured statue).



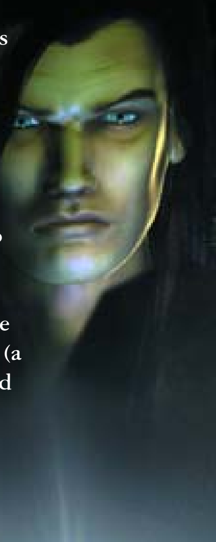




Moving from east to west, the door at the far end leads to Obed's Study. The other two eastern doors are locked—the larger one is the Library door. The exit at the southwestern corner leads to Archibald's Study. The door to the right of the staircase leads to the Attic. Find a box of Phosphorus Cartridges atop a chest, then choose the east door.



As you open the door to the short east corridor you see two mutated humans. They take three Shotgun blasts to down (a fully loaded Shotgun and quick firing are key).



Tip

Attack with a fully loaded Shotgun—it takes three rounds to down a Hybrid. Avoid close contact (they grab and bite) and shoot at a Hybrid only after it has fully risen from the ground.







A small passage heads north to a locked door and to another door to the south. The white ghostly light is simply a reflection of your Flashlight on a mirror.

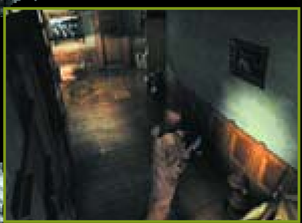


Go through the south door to appear in Obed Morton's Study. Turn around and switch on the lights. The switch is to the left of the door. Investigate this room in a counterclockwise direction.





Notice a bookcase on the right and examine an anthropology diploma from the University of Boston in the name of Obed Morton. Obed received this Ph.D. on May 15, 1978.





Farther down the bookcase, find a Box of Phosphorus Cartridges. Opposite that hangs a photograph of Obed Morton as a child of around 10 years old in front of a monumental stone door.





At the northwest corner, unlock the door leading back to the Lobby (next to the fireplace). This is the preferred way to enter and exit this room. The grand antique cupboard contains a First Aid Kit.







If the room is electrically illuminated, the painting shows a series of standing stones with a cylindrical object in the middle. However, if the only illumination comes from your Flashlight, the image of the painting changes to an eerie blue picture of a shaman casting an incantation—a sphere of mist floats in front of the figure. An issue of the magazine *Science* lies on a table.





In the southwest corner, you spot a slightly worn Flask. Continue to Obed's desk to uncover three more documents: Obed Morton's personal notes, a research book on Abkanis Indian history (theorizing about the Abkanis culture with reference to the gods and even similar hieroglyphic transcriptions made by Champollion after the discovery of the Rosetta Stone), and the last will and testament of Richard Morton (note the hand-drawn diagram on the back). Once you have digested this wealth of information, continue around Obed's desk, past a stele (or standing stone) with incomprehensible writing.

Arcane Insight

The Rosetta Stone



Chiseled in Egypt in around 200 B.C., this slab of solid black basalt one meter high was engraved with writing celebrating the crowning of King Ptolemy V. The writing itself is repeated in three different alphabets: Hieroglyphic, Demotic (used by Arabs and modern Egyptians), and Greek. The tablet was rediscovered in 1799 (when the meaning of hieroglyphics was unknown), and French scholar Jean-Francois Champollion spent the next 20 years deciphering what the hieroglyphs represented in modern tongue, leading to an exceptionally enhanced understanding of this ancient text—in the same way that Obed Morton's deciphering of Abkanis tablets has yielded insight into this ancient Guardian culture.

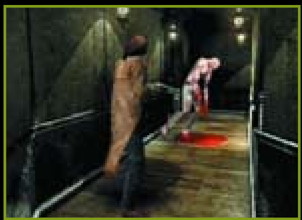



Grab the Crowbar (it can't be used as a weapon, but it's handy for prying) and notice an Amphora filled with water. Fill the Flask from it before leaving the study via the northeast lobby door.

Tip



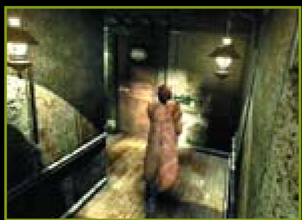
There was a reason you searched in a counterclockwise direction; once you pick up both the Flask and the Crowbar and return to the southwest corner, the lights flicker out and two Ophtalmicides form. They don't spot you, and they merge back into the darkness without combat taking place.



Back in the Lobby, take the north exit back into the hallway, and head to the door in the southwest corner. Inside a narrow corridor, a semi-naked humanoid slowly lifts itself from a pool of blood.



Either gun down the Hybrid or run around it. You pass a door on your left marked with a plaque reading "A. H." Destroy the next Hybrid that lurches into view. Load up before firing—the first two Shotgun rounds only wound Hybrids.

Walk down the corridor the second Hybrid appeared from, turn another corner, and you reach a dead end. Pocket the First Aid Kit on top of a chest of drawers and a Box of Phosphorus Cartridges behind a chest. Return to the door marked "A. H."



Enter the ransacked Study. A new nightmare lurks in the shadows of the ceiling, so switch back to your Colt Carbine Revolver immediately.





A scale-model of a large ship, similar to the one in the second painting, rests next to a bronze balance on a display cabinet. You must rest Archibald's Water Flask on this balance. If you didn't already, fill the Flask with water from the Amphora in Obed's Study. Once you place the filled Flask on the balance, a mechanism clicks in the second painting.





A giant fleshy spider-like being drops from the ceiling. Others try to latch onto your cranium when you inspect the Wolf Mask and when you search near the collapsed bookcase. These are Arachnocides.

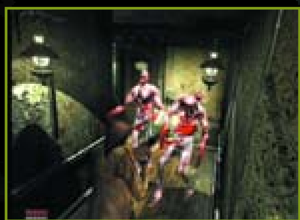
Tip



Run slowly underneath these areas to coax the beasts down. Once a bug has landed, immediately aim and fire at it with one Colt round. Don't waste Shotgun shells on them.



Before returning to the Lobby, pick up two more boxes of ammunition, another Charm of Saving, a Wolf Mask, and a photo showing Archibald's Flask on the balance.



The corridors from Archibald's room and the main First Floor Corridor are full of Hybrids. Fight to the main corridor, and enter the Lobby without engaging the newest Hybrid.

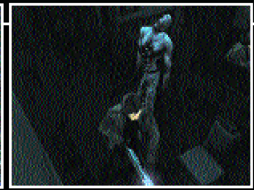




Head upstairs and inspect the second painting. Flick open the mechanism to find a Gilded Key engraved with "GND F EAST." Return downstairs and head for the previously locked door in the far eastern First Floor Corridor, with your Shotgun fully loaded.

Tip

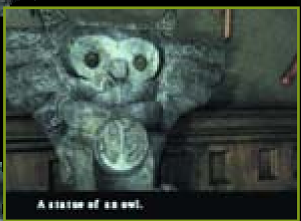




Head for the door in the north wall of the east part of the First Floor Corridor. One route is through the main north doors of the Lobby, along a suspiciously silent corridor, and into the connecting corridor patrolled by two Hybrids. A more cunning route is via Obed's Study—you appear at the east end of the second corridor and avoid a fracas with the Hybrids if you're quick.



Use the Gilded Key to enter the north door. You're ambushed by an Ophtalmicid. Avoid attack by firing immediately. Now carefully step into the Smoking Room.







Inside the Smoking Room, notice the Statue of an Owl with a similar marking to the Wolf Mask. If the lights are off, the statue becomes a wolf's head. Place the mask on the head to open a secret compartment in the statue. The compartment contains a Steel Key engraved with "1ST F EAST."



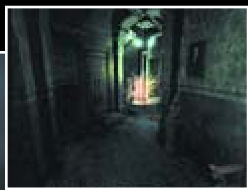
Find a second Small Gilded Key engraved with "GND F WEST" on a table. The west exit (next to the light switch) is firmly sealed.

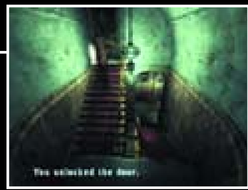




Avoid the two Hybrids by entering Obed's Study and running back to the Lobby. When you appear in the Lobby however, two Ophtalmicides are running amok. Avoid them, or better yet, deal out a swift death. If you favor fighting Hybrids, take the dark west corridor to the First Floor Corridor—although you'll expend at least two more Shotgun rounds dispelling the Hybrids there.

Tip







Now you can either head to the Second Floor or to the Attic. While it is best to head to the Attic first, head up the crimson-carpeted steps and use the Small Gilded Key marked "GND F WEST" to gain access to the Second Floor. Go upstairs to the second floor and flick on the lights (this will be important later). Aline radios in revealing some truly diabolic information about Alan Morton. But don't clear the area of monsters just yet. An important item is hidden in a long-forgotten cubbyhole in the loft, so now head to the Attic before fully exploring the second floor.

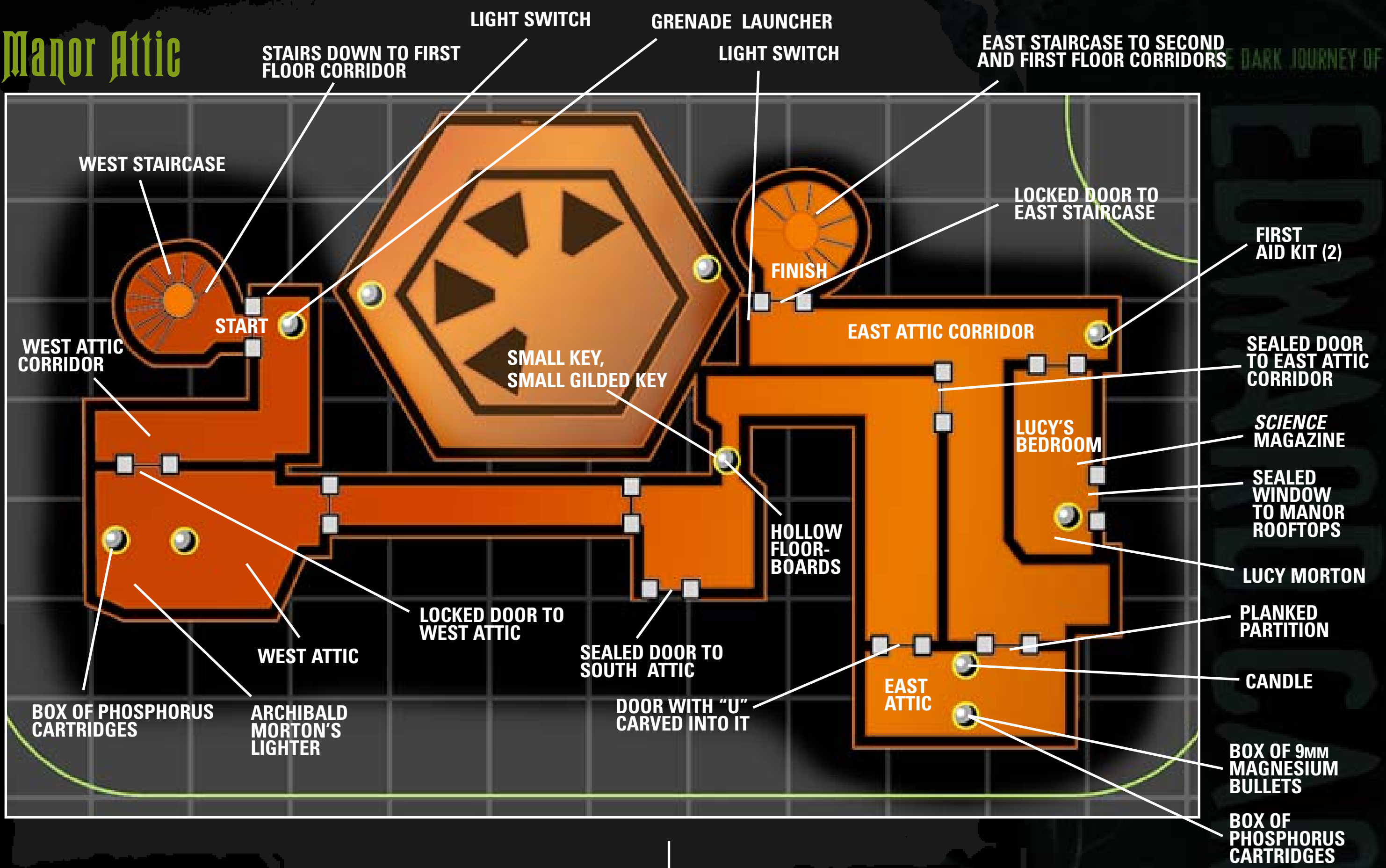




Head back down the crimson stairs, turn left, and enter the West Staircase. It winds up two floors to the Attic. At the top is an unlocked door.



Manor Attic





Flick on the light switch to the right of the door. On a small wooden box on the opposite wall is an antique Grenade Launcher containing five grenades.



Don't equip the Grenade Launcher yet—you'll need it for more monstrous encounters. Continue down the West Attic Passage as an inhuman squeaking becomes louder.



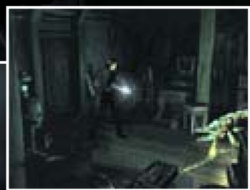
Aline radios in, asking your location. She's already been through the Attic and has spotted a trapdoor. She also rendezvoused with Edenshaw. Edenshaw is critical to sealing the Gate, but he needs seven animal statues for this ritual. Agree to search for them.

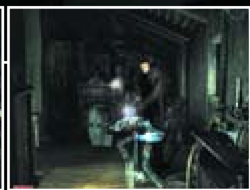


Switch your Flashlight back on and head to the door in the south wall. It's locked. Unlock it with the Small Rusty Key and enter.



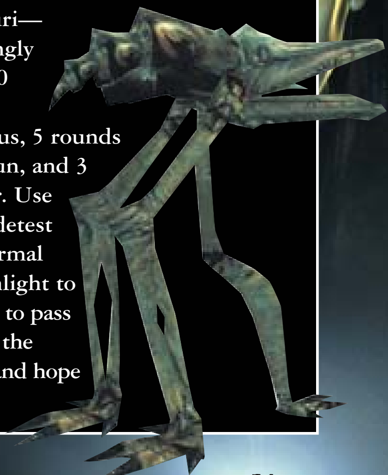
You emerge in the West Attic. Two reptilian beings—each with an elongated beak and three legs—attack. Use your Flashlight to force back these monsters.





Tip

These abominations are Photosauri—creatures of the dark with amazingly thick hides. It takes 25 rounds (50 bullets!) from your Colt Carbine Revolver to dispatch a Photosaurus, 5 rounds or 15 cartridges from your Shotgun, and 3 shots from the Grenade Launcher. Use your Flashlight—the Photosauri detest light and can disappear under normal lighting conditions. Use the Flashlight to force up the creatures long enough to pass through a room. If you must shoot the beasts, load up with the Shotgun, and hope you find a more effective weapon.



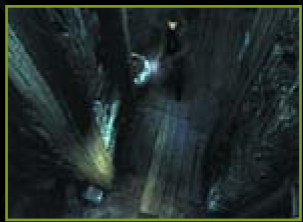


Retrieve a Box of Phosphorus Cartridges and an ornate Lighter in the room's southwest corner, then head for the door in the northeast.



Enter the corridor linking the West and East Attics, open the door, and stride into the East Attic.





You appear in a darkened storage loft. Check the door to the south (it's sealed shut), then walk to a narrow passage to the north. When your footfalls sound hollow, stop, equip the Crowbar, and pry up the floor, revealing a narrow cubbyhole housing a Small Key engraved with "1ST F OFFICE" and a Small Gilded Key engraved with "2ND F EAST." Keep the Crowbar—you can use it again.



The door in the chamber's northeast corner is tightly sealed. Open the door to the south with an inverted "U" shape burned into it.





Step into another room piled with refuse. The ceiling is alive with Arachnocides. They move about the ceiling struts, ready to drop on your head. Inch forward and around the corner, and grab the cartridges and bullets.





Run underneath the strut and around before backing up, producing your Colt Revolver, and planting single shots into the six Arachnocides. Although it's tempting to use the Grenade Launcher (which can destroy all ground-based Arachnocides in a wide area), your Magnesium Bullets are plentiful. Use the Colt Carbine Revolver instead.





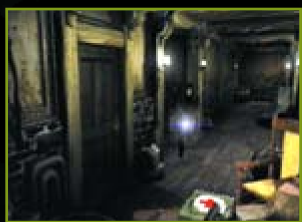
A dead end? Bang on the planks in the northeast wall. To your left is a table with a Candle on it. Use Archibald's Lighter to light the Candle and notice a breeze coming from the planked partition. Use the Crowbar to break through the dividing wall. The Candle blows out and cannot be re-lit. Enter the hole.







You appear in the dark East Attic Corridor. Turn the corner, run down the corridor past two baying Photosauri (push them back with your Flashlight), run past a door, turn left into another corridor, and dash up to the western part of the East Attic Corridor. Flick on the light switch next to the locked door, and the Photosauri are dispelled. Now you can inspect the boxes and barrels in relative safety.



The sealed door you ran past leads back to the East Attic Corridor area. Backtrack east and locate another door in the south wall. Search the nearby refuse and discover two First Aid Kits, and then try the door. It opens.



A lamp illuminates a rug with a strange design. In the darkness, you make out a stove and a small dressing table. A withered form moves slowly in a four-poster bed surrounded by dozens of lit candles. This is the bedroom of Lucy, the mother of Obed and Alan.

The crippled and blind Morton matriarch seems to have spent most of the 40 years since her riding accident holed up in this room.





Lucy babbles for a while, then remains silent as you search the bedroom, finding nothing but a useless old clock and another copy of *Science* magazine featuring Obed Morton, which is identical to the one found in Obed's study.

Run west to the locked door beside the light switch. Open the door using the Small Gilded Key you found beneath the Attic floorboards. The door leads to the East Spiral Staircase.



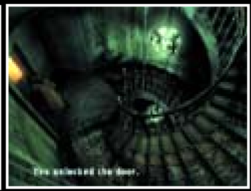


This wrought-iron staircase is more impressive than the stone steps to the Attic. Descend carefully.

Off the Beaten Path

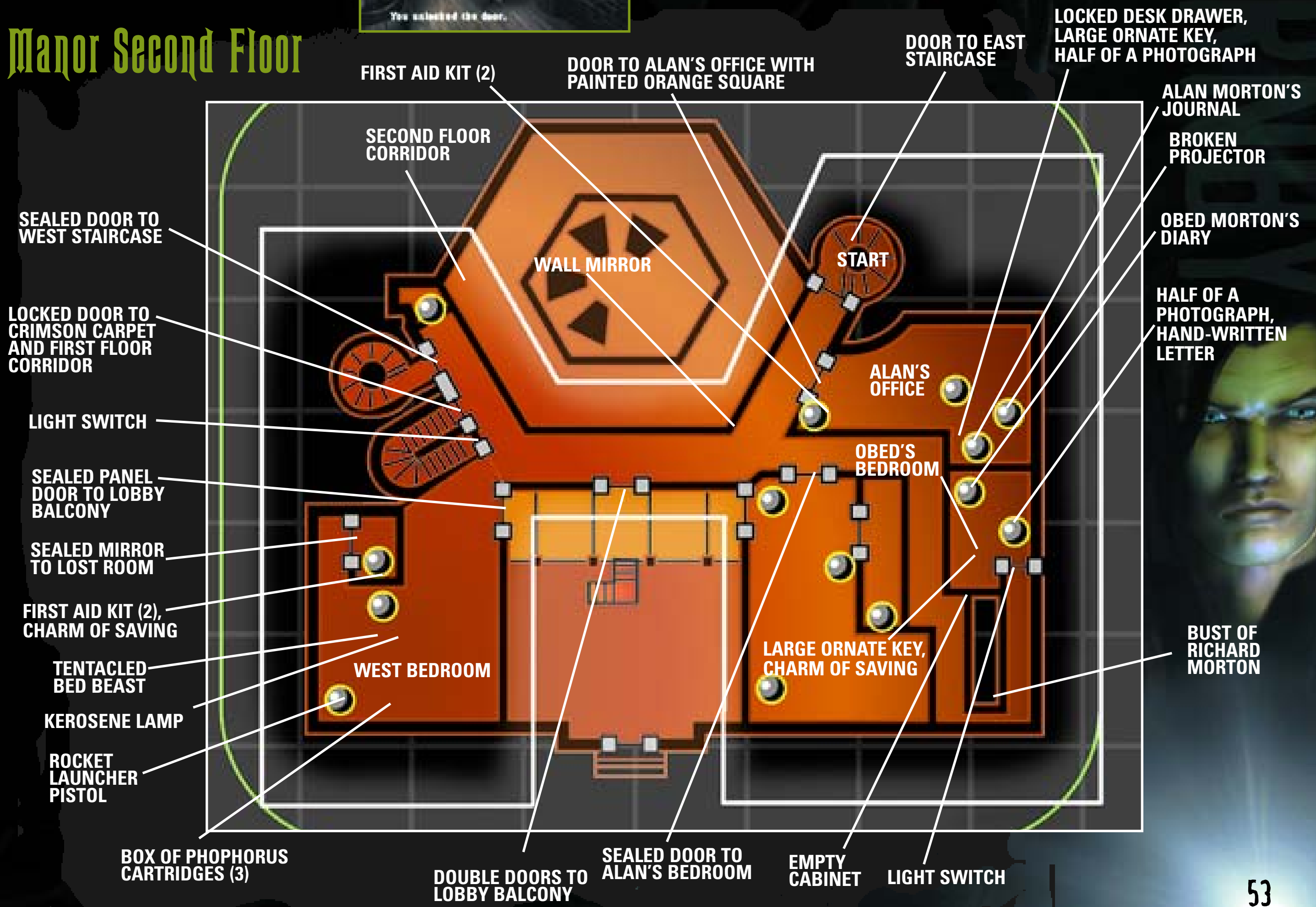
Spiraling Down





You now can enter the Second Floor via the west entrance, or continue down the stairs to the bottom of the East Stairwell. At the bottom, you find the light switch and an unlocked door. Behind the door is a small corridor leading to the door in the north wall of the eastern part of the First Floor Corridor and a second Library door. (The first one is on the other side of the west wall.) Two Hybrids lurk in this enclosed space, so avoid the area and explore the Second Floor.

Manor Second Floor





Unlock the door to the Manor Second Floor and you appear in a damp corridor. If you didn't enter this area previously and turn on the lights, you have a conversation with Aline about Alan—the "diabolic" twin brother of Obed—and the gruesome experiments on Howard Morton.



As you step forward, an Ophtalmicid leaps out of the darkness. Strike back with two Shotgun rounds. A step farther down the Second Floor Corridor, notice a door with an odd orange square and painted line daubed on it. Step through into Alan Morton's Office.



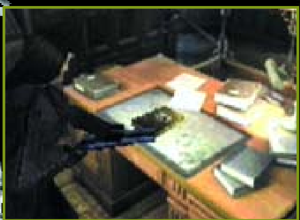
Flip the light switch to the right of the door. To the door's left lie two First Aid Kits and a gun rack. Alas, the rack is empty.



Wander into the room itself and stroll to the lower area with the two tables. Suddenly the lights flicker out, and seven Hybrids appear. A second later, they vanish. Retreat to the door and switch on the lights again.



Ascend the small stairwell at the far end of the room. Notice Alan's large ornate desk, a seemingly broken projector, and a number of books.



Grab and study Alan Morton's Journal. To the left of the desk is a locked drawer. Using the Small Key you found under the floorboards in the East Attic, open the drawer to discover a Large Ornate Key engraved "GND F LIBRARY" and Half of a Photograph. This torn photo depicts a small boy in front of a stone arch in a cave. On the back is the number 2518.

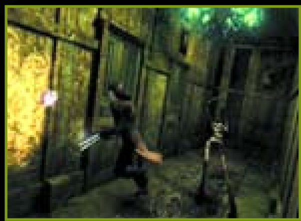


Return to the corridor, move past the mirror to the junction, and turn left. You spot a door, but it's sealed. Alan's Bedroom lies on the other side of this door. Ignoring the corridor continuing east, move west.





As you pass the double doors, an Ophtalmicid scurries into view and disappears. You want to rid this area of the beasts, so find it and destroy it with the Shotgun. Then unlock the double doors—these lead directly to the Lobby Balcony where the four pictures hang.





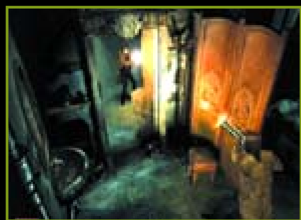
As you continue east and round a slight corner, an Ophtalmicid leaps out and attacks. Dispatch it. You're attacked by another Ophtalmicid, and if you continue west, another. Finally, you can enter the door to the left of the light switch. The middle door leads to the crimson-carpeted stairwell, and the right door is sealed, but it once opened into the spiral West Staircase.





You enter the West Bedroom, also known as the Matrimonial Chamber. A skylight casts enough moonlight for you to see. Note the secret door to the right of the entrance, which leads directly to the sealed paneled door in the Lobby Balcony next to the far left painting.





Take two First Aid Kits and a Charm of Saving from the ornate cabinet on the right wall. The bed has the Morton family crest embroidered on the sheets. On the other side of the dividing screen is a washroom with a large mirror.




Something far more interesting rests on the cabinet left of the bed. However, before you can claim it, the entire bed breaks apart and three enormous tentacles rip through the floor, grabbing you and throwing you back. If you charge the tentacled mass, it whips its barbed stalks and prevents you from passing. Now would be a spectacularly good time to invoke the Charm of Saving.




This revolting monstrosity is immune to Revolver and Shotgun rounds, but highly susceptible to fire. Equip the Grenade Launcher, step back from the bed, and launch one grenade. It explodes, knocking a kerosene lamp onto the bed and frying the creature alive. Once the burning subsides, retrieve three Boxes of Phosphorus Cartridges and a Rocket Launcher Pistol.

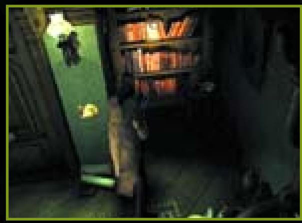



Leave the bedroom and head east past the sealed door to Alan Morton's Bedroom, around a corner, and south down a narrow corridor. Check an empty cabinet and a bust of Richard Morton, then continue north to a locked door. The Steel Key found in the odd Owl/Wolf statue in the Smoking Room unlocks the door to Obed's Bedroom.



The room is completely dark, but the screeching wail of a nearby Photosaurus alerts you. Force it back with the Flashlight, then flick on the light switch to the door's right and the creature fades.







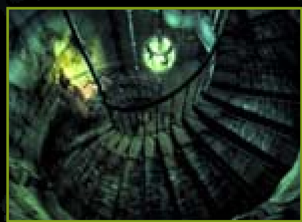

Moving around the room clockwise, pick up a Large Ornate Key engraved with "GND F LIBRARY" and a Charm of Saving from an ottoman near a bookcase. Then procure Obed's Diary from his bedside desk. Finally, you locate a bedraggled Hand-Written Letter from Judas De Certo and another Half of a Photograph showing a small boy in front of a stone arch in a cave. On the back is the number 1408.

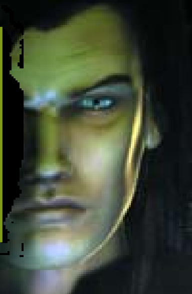


When you return to the East Corridor, a banshee-like wail announces the arrival of three Hybrids. Use nine Shotgun rounds to blast them. Then plan a route to the Library.




The best way to enter the Library is by heading past the West Bedroom and down the crimson-carpeted stairs. From here, jog down the First Floor Corridor to the east area with the two locked doors. The north door is still shut, but you can open the one on the west wall using the Large Ornate Key found in Obed's Bedroom. The other identical key does not work.



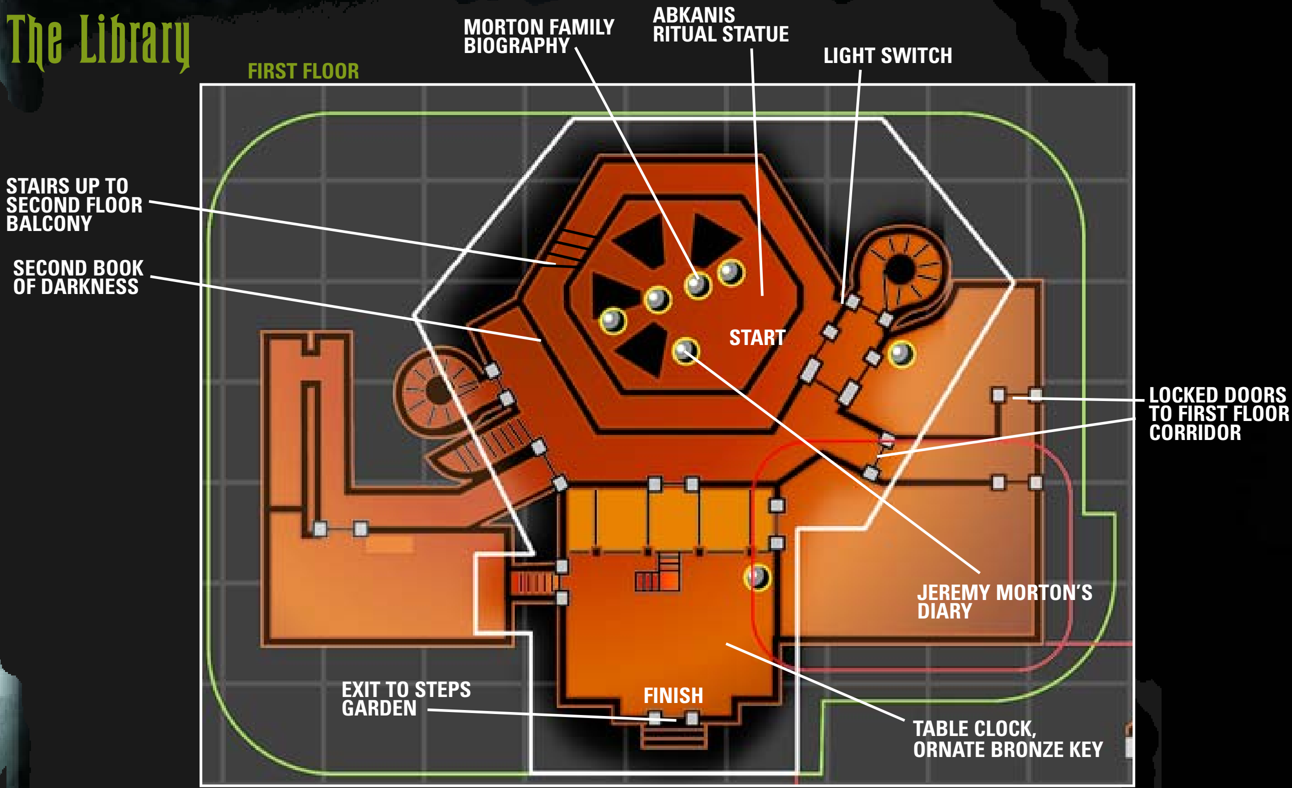
The alternate way is to duck back past Alan's Office to the East Stairway and descend the spiral stairs. Past the light switch, a door leads to a tiny portion of the First Floor Corridor. Aside from the door you came in, three other doors are available to exit, but not before you Shotgun two trudging Hybrids. Instant gunfire and a fully loaded chamber save you from a mauling.

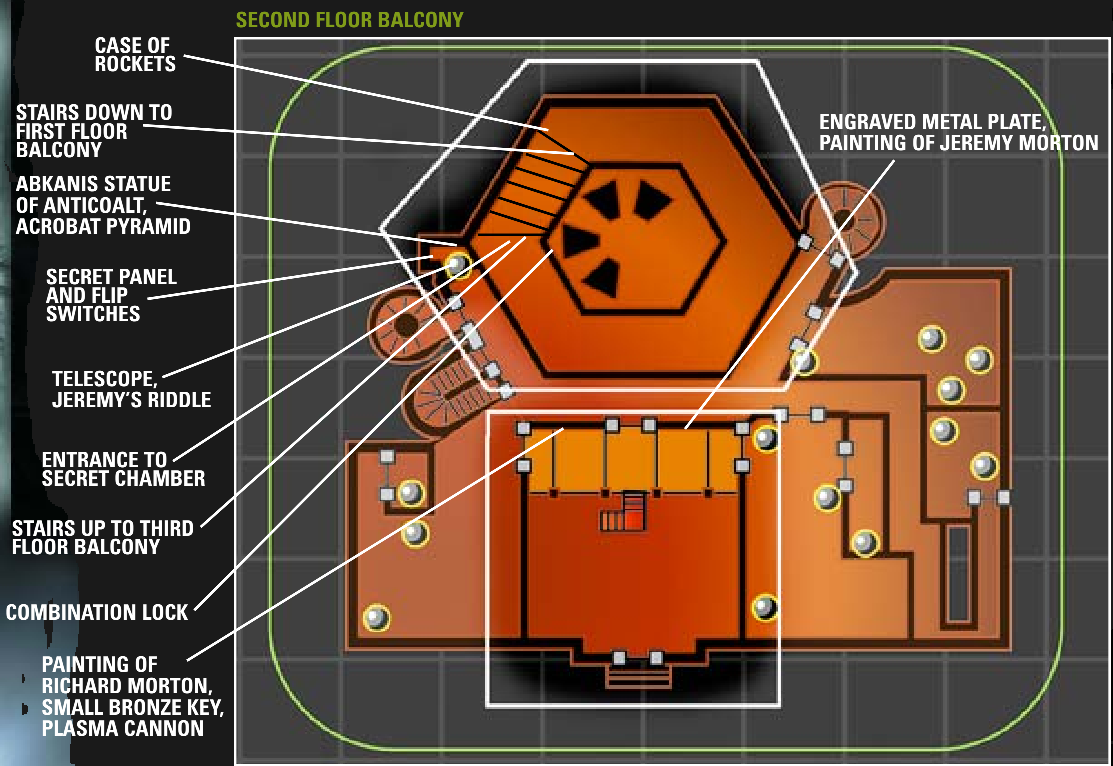


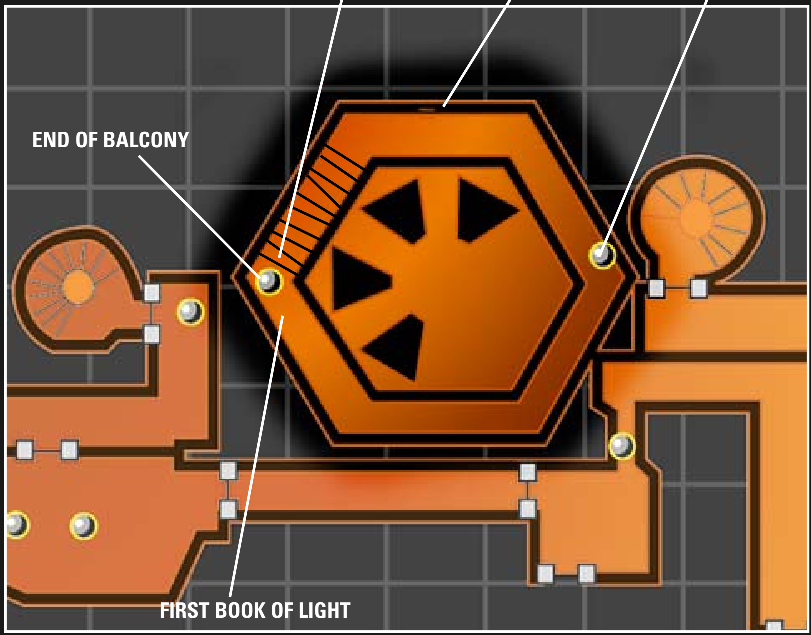


Then try the three doors. The east door is locked and remains so—it leads to the Smoking Room. The south door leads back into the main First Floor Corridor, and it's unlocked from this direction only. This summons three Hybrids to the main corridor area (one near the east door, and two more near the Lobby door). Finally, the ornate west double doors can be unlocked with the Large Ornate Key found in Alan's Office. The key from Obed's Bedroom does not fit. After tiptoeing back to the Library, or extinguishing the Hybrid threat from the First Floor, enter the Library.

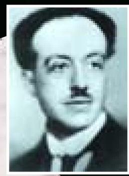
The Library







Arcane Insight

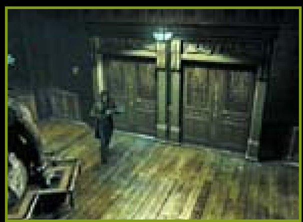


De Broegly

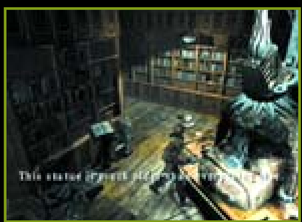
Born in 1892, Prince Louis-Victor Pierre Raymond de Broegly first took a history degree in 1910, then became interested in science and gained a degree in 1913. After the war he specialized in theoretical physics, studying the problems involving quanta—delivering the thesis *Recherches sur la Theorie des Quanta* (Researches on the Quantum Theory) in 1924. This novel work served as the basis for developing the theory of wave mechanics, which has utterly transformed our knowledge of physical phenomena on the atomic scale. Between 1930 and 1950, he became involved in extensions of wave mechanics, the new theory of light, and the general theory of spin particle. He has written more than 25 books on these and related subjects.



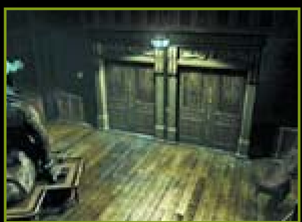
This hexagonal Library is three floors tall with a skylight at the top.

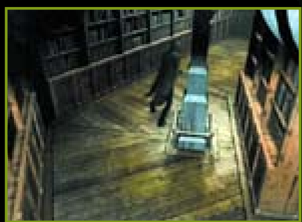


Once you take in the Library, a radio conversation with Aline occurs. After the conversation, head to the left of the doors and hit the lights.

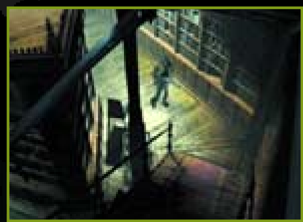


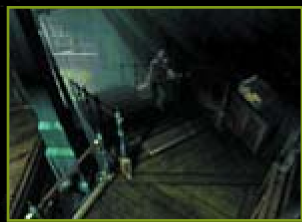
Get your bearings, then return to the central area and locate Jeremy Morton's Diary, obviously inspired by the French scientist de Broegly and his work on destructive light energy. Across from this tome is a lectern with the complete Morton Family Biography. Adjacent to that is a massive and frightening statue, far older than the Library itself, probably of an Abkanis god.



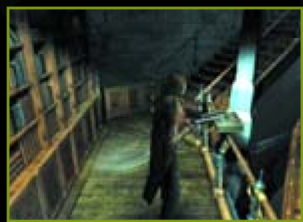


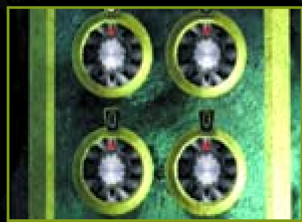
Radio in to Aline, who advises that clues to the Library's hidden surprises are in previously contained materials. Fish out Richard Morton's Last Will and Testament, and pore through the clues. Then investigate the Library's upper floors.





Heading clockwise around the edge of the Library, run around the outside of the pillar holding the upper balcony, and spot the stairs. Trek up to the Second Floor. Take the box of distress flares (ammunition for the Rocket Launcher Pistol) at the top of the stairs and continue.





View the middle bookshelves and the statue as you head clockwise around to the second set of stairs. Notice scuff marks on the wooden floorboards near the stairs and a green combination lock requiring four numbers. Four numbers? Locate the two photograph halves in your Inventory. Join the photos to reveal 1408 + 2518.







Inputting one number or the other yields no results. But if you add the figures together, making 3926, and input that, a bookshelf slowly opens to reveal a Secret Chamber.





Inside this brick foundation is a treasure trove of interesting artifacts including a Telescope, and a small piece of parchment wrapped in Jeremy Morton's Seal.



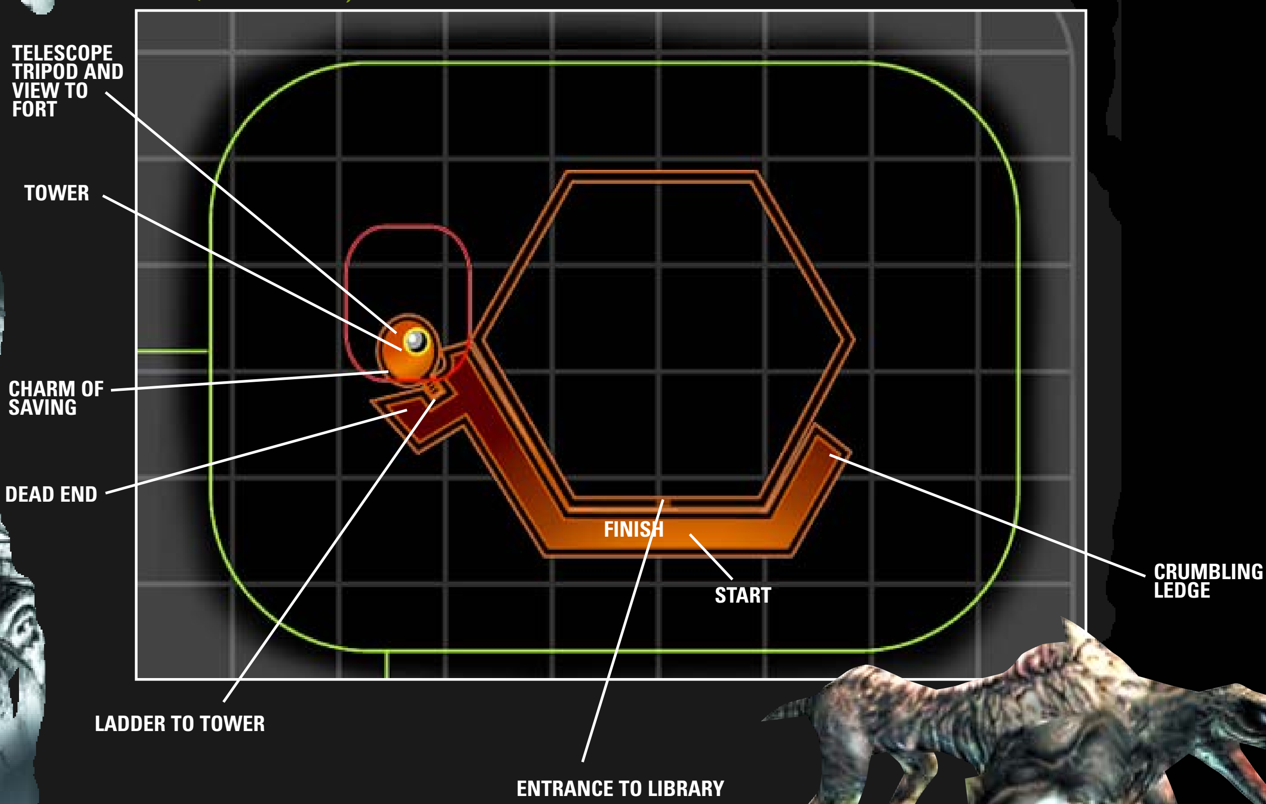


Before leaving the Secret Chamber, uncover a wall niche holding five Acrobat Statuettes. When the Acrobat Statue you found is inserted into this niche, it forms the summit of a pyramid of acrobats and opens a secret panel containing a wooden Abkanis Statue depicting a bison's skull. Inside the panel are 10 numbered flip-switches, but you don't know the combination. Step back into the Library.



Go upstairs. The lights suddenly flicker and die, and out of the gloom a fearsome beast flits about on leathery wings and disappears. Scale the white ladder.

Manor Rooftops





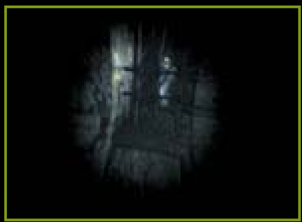



You appear out of a window on a small ledge on the North Rooftop. If you head east, a crumbling ledge stops you, so turn back and move west, carefully avoiding a sidestep to the left. In front of you is a large Tower. As you round the corner, a flash of blue announces the arrival of a vicious hound. Pump three Shotgun rounds into it. This was your first encounter with the dreaded Hounds of Tindalos.




Climb the Tower ladder, jump into the tiny circular room, and begin a dimly lit search. Almost immediately, a thudding crash shakes the Tower violently. Grab the Charm of Saving. A tripod rests on the Tower window, and in the distance you can see a Fort.



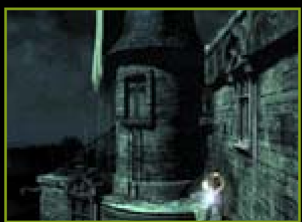


Affix the Telescope to the tripod and peer through. Zoom in to the upper right area. A barred window shows the date the Fort was built—1692. Manually move the Telescope, and you spot Obed Morton in a cell in the Fort!

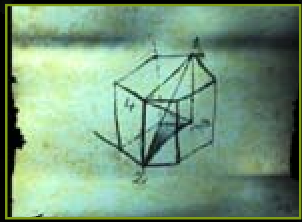


Converse with Aline by radio and tell her about the man in the Fort. Aline believes Obed to be her father!

Head down the Tower ladder, onto the ledge, and back toward the Library entrance with Shotgun drawn. Another Hound of Tindalos leaps out from nowhere and savages your arm. Three Shotgun shells later, it writhes back into darkness and you return to the Library.



The Library



With the lights off and moonlight illuminating the Library, re-read Richard's Last Will and Testament. You are looking for four books placed vertically, and the order to move them is light, darkness, darkness, light. According to the sketch on the final page, the first book should be nearby.

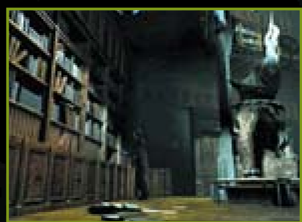




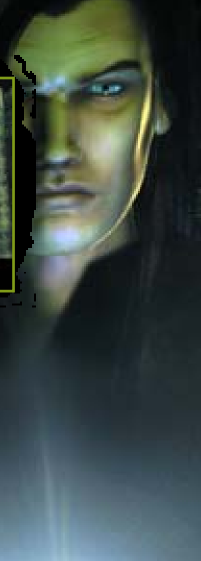

Continue clockwise until you reach the second shelf to the end of the Third Floor Balcony. Inspect the shelf to spot a book with a symbol just like the one in the sketch: a small circle surrounding an inverted white triangle. Push the book and it's in position! The spine of the book also changes, showing a white circle at the bottom left of a black triangle. According to the map, this book should be on the First Floor somewhere.




Go downstairs and enter the Secret Chamber. Press the switches labeled "1," "6," "9," and "2,"—the year you saw on the Fort. This releases the mechanism in the third picture. Continue to the Library's First Floor.




Continue past the entrance doors, switch the lights back on, and inspect the second bookcase to the right of the light switch, behind the ancient statue. The arcane tome with the matching white circle is there. Push the book, and it slides into position. The third tome is also on this floor.







Open the right-hand Library door, step into the hallway, and use a Charm of Saving before heading back to the foot of the crimson-carpeted steps. Locate the second bookshelf to the left of the stairs. Once the third book is in position, only one more tome needs to be found. Equip the Rocket Launcher Pistol.





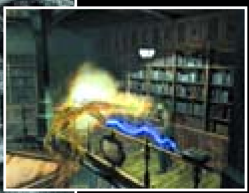
Crashing through the Library's mammoth skylight, a freakish harpy attacks. It hovers on the other side of the balcony, and doggedly attacks you as you attempt to run up to the Third Floor.

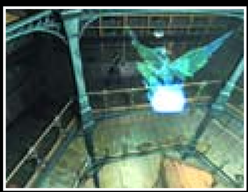
Tip



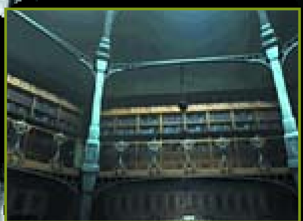


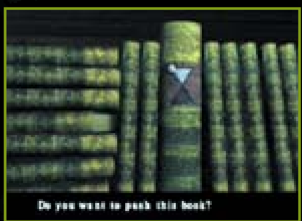
Defeating this flying fiend relies on a steady aim with the Rocket Launcher Pistol. As the creature stops to hover, aim (with R1) and fire. As it slowly arches its wings back and prepares to fire a bolt of lightning, hit it again, but *only* when the beast is stretching backward with wings out and body prone. Fire too late, and the creature blasts you with electricity.





If you fire off two rounds in quick succession, the beast retaliates with a quick blast. Run to a different vantage point along the Library Balcony—the places to stand in this melee are shown in the adjacent combat photographs. The beast *must* be destroyed before you can exit the room, although the final book can be pushed during combat.





With the immense Procuraptor dispelled, you can complete the book sequence. The final book is on the Third Floor behind a support pillar vertically up from the statue (past the white ladder). If you press the books in the wrong order, they reset. Back in the Lobby (now suspiciously dark), the mechanism behind the final painting clicks.



Choosing the left Library door to exit brings you into the tight dark corridor with the four doors. This is not the preferred route to take, but you can have a little fun with the two Hybrids, blasting them immediately with one rocket shot before equipping your Shotgun.



Stepping through the south door, you find yourself in the main corridor. Head for the Lobby double doors. If you emerged from the right Library door, the coast is clear. If however, you exited the corridor with the two Hybrids, two more roam this area and must be avoided or encountered.



Now in the Lobby, you hear the familiar baying of two Ophtalmicides lurking near the stairwell. Blast them both in the open ground of the Lobby. Once they're dispatched, climb the stairs and check the third painting.





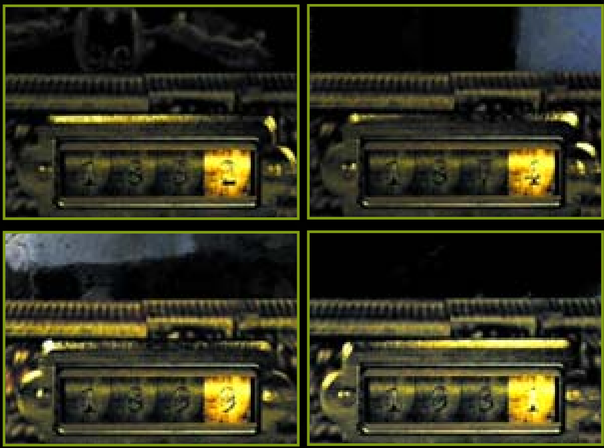
When the third painting's mechanism is pressed, a secret compartment is revealed, and an Engraved Metal Plate falls into your hands. It bears astronomical symbols—a crescent moon facing right, a crescent moon facing left, a star, and a sun.







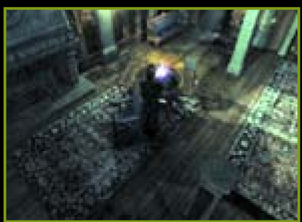
Now move to the final painting on the far left of the Lobby Balcony, and activate the mechanism. You discover a Small Bronze Key with no markings and a Plasma Cannon. Another mechanism activates at the foot of each portrait, revealing a four-digit code, currently set at "0000." You hypothesize that inputting the birth dates of these four family members will activate another mechanism. It better—the Small Bronze Key does not fit the locked Lobby entrance doors.

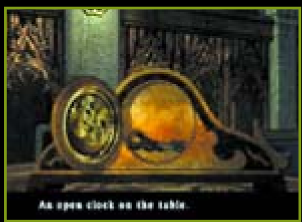


Consult the Morton Family Biography after correctly surmising that the four Mortons are pictured chronologically, with Richard (the patriarch) in painting one, Archibald (the explorer) in painting two, Jeremy (the inventor) in painting three, and Howard (the unwilling mutated experiment) in painting four. Now to find their birth dates.... On page eight, Richard's age in 1889 was recorded as 37, so he was born in 1852. On page 31, Archibald's birth date is listed as 1874. On page 38, Archibald's son Jeremy's birth date is listed as 1899. Finally on page 45, Howard's birth date is listed as 1931. These dates are confirmed by the family tree on page 49. Input the numbers in this sequence; 1852 for painting one, 1874 for painting two, 1899 for painting three, and 1931 for painting four.



If incorrect dates are chosen, the lighting flickers out, leaving you to complete the puzzle in the dark (unless you run down to the switch to the left of the entrance doors).



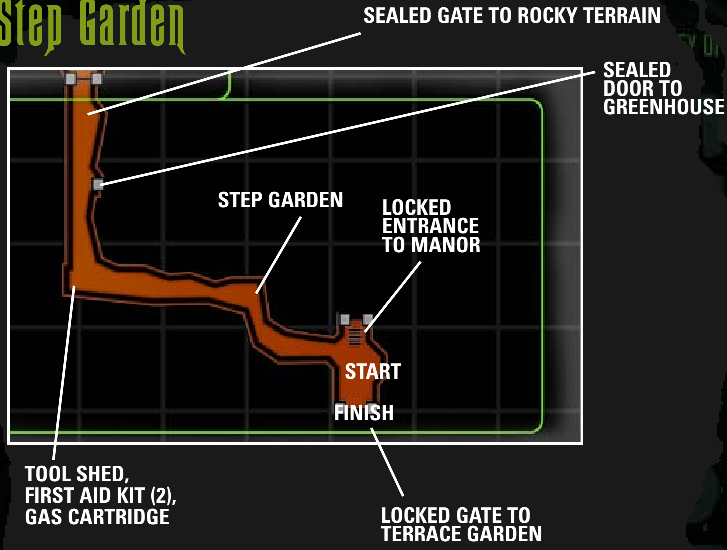


After each successful date input, you hear an unlocking click. Once all four paintings are correctly dated, you hear a clicking noise downstairs. The clock on the table near the fireplace opens to reveal a heavy-looking key. Race downstairs, take the key, and examine it. The Ornate Bronze Key has the words "MANOR'S ENTRANCE" engraved on it.



With the key in hand, you can finally leave the cursed Manor once and for all—you hope. Run to the entrance doors, fit the key into the lock, and leave the Lobby for good.

Step Garden





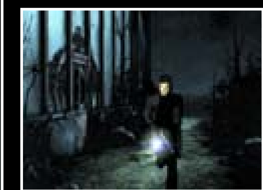
You emerge behind the massive granite entrance to the Manor. Step down cautiously into the Step Garden and set off running west.

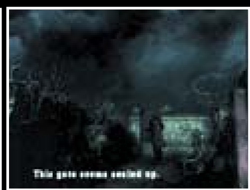




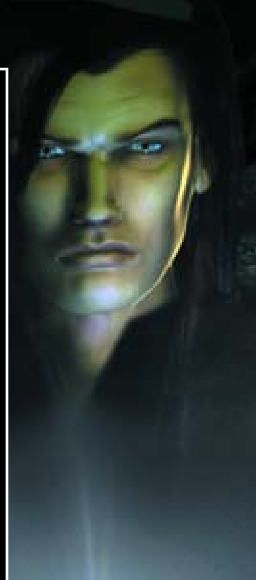
Run around the perimeter of the Manor until you spot the misted glass and highly wrought ironwork of the Greenhouse. In the southwest corner nearby is a rickety and derelict Tool Shed (also called "The Kennel"). You find two First Aid Kits and a Gas Cartridge for your new weapon.

Off the Beaten Path: Grave Findings





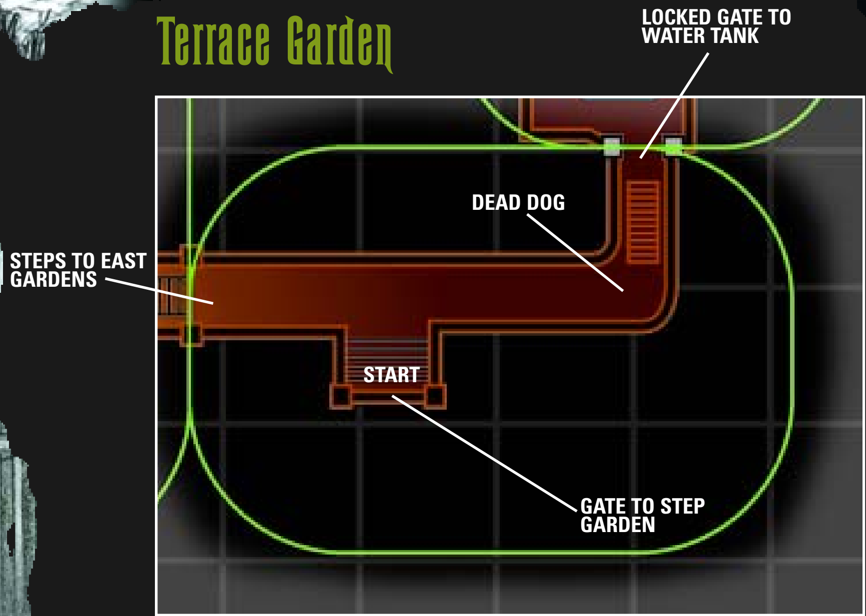
If you continue north, you pass a door to the Greenhouse that is firmly sealed. Farther on, the vines and dead trees become thicker, and the path ends at a gate, also firmly sealed. Inspect the map Johnson gave you. The Cemetery lies past this point—be thankful you don't have to venture into this area. Return to the Manor entrance.





Back at the Manor entrance, produce the Small Bronze Key you took from behind the first painting, and try it on the lock on the wrought-iron gate. It works, allowing you access back to the Terrace Garden.

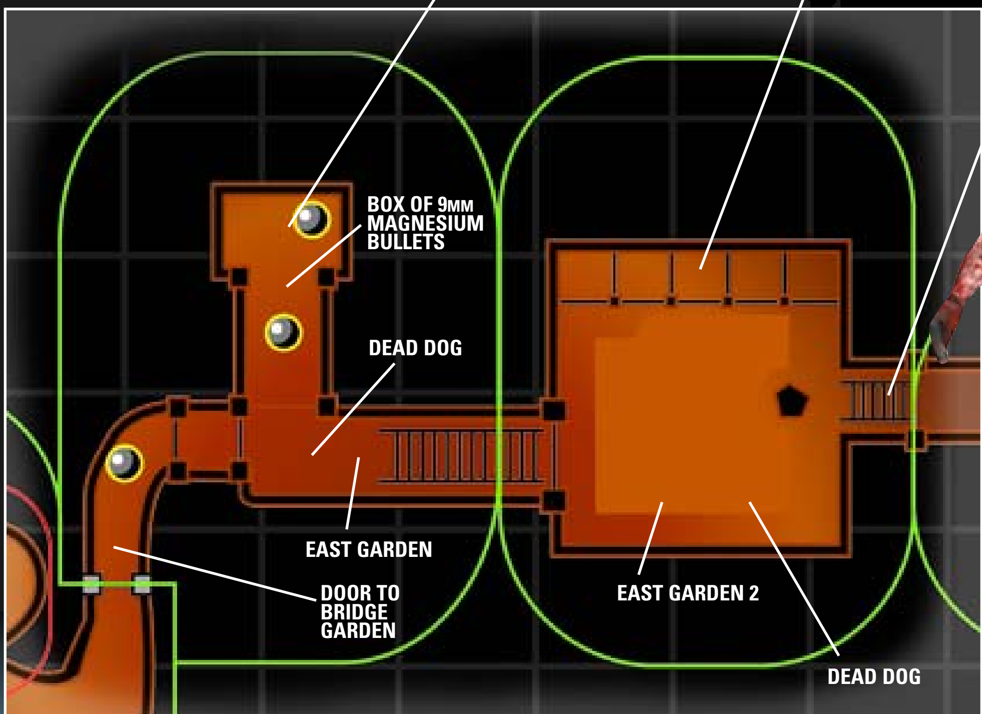
Terrace Garden





You find yourself at the gate you tried to open before. Use the Shotgun or the Plasma Cannon to dispatch the two Ophtalmicides appearing on the steps. Then turn left (right leads to a locked gate and the now-inaccessible Cistern).

East Gardens







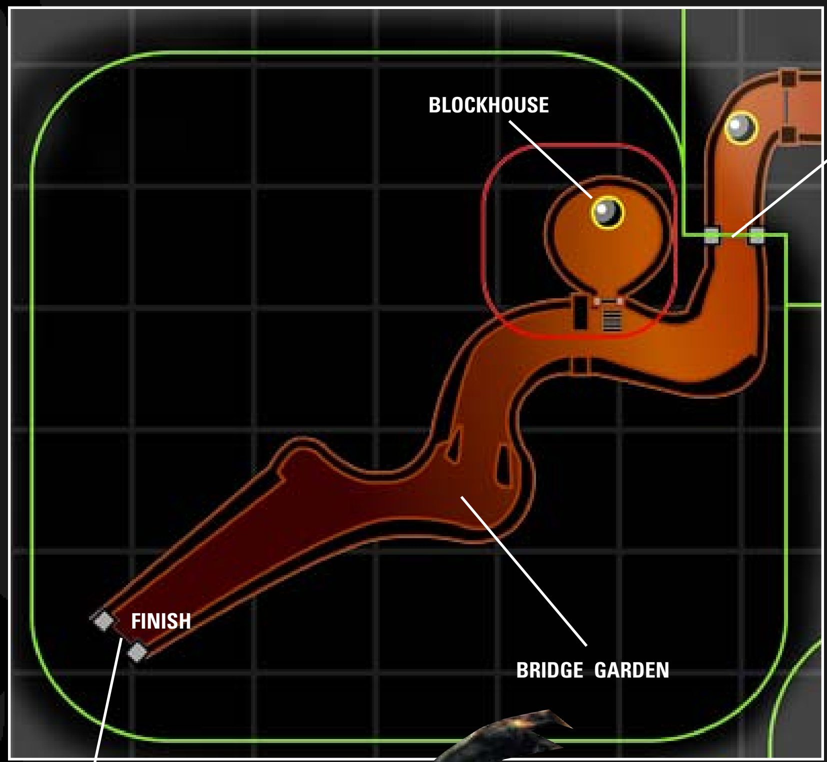


Two Ophtalmicides warp in from the darkness at the lion statue. Avoid a mauling by running or gun combat. You can run left or right on your way back to the East Garden steps. If you choose the right path, you run through the Greenhouse and an Ophtalmicid appears behind you, allowing you to run from it. If you follow the path around past the dead dog, an Ophtalmicid ambushes you from the front, forcing a quick dodge or a fight.

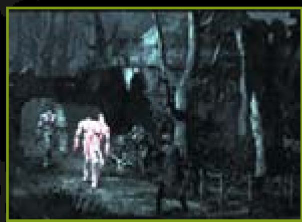



The immense stone steps and the brick archways teem with Hybrids. Equip your Shotgun and make short work of the Hybrids before dashing back around to the riveted door leading to the Bridge Garden. If you didn't open the gated door to the chained Hounds on your way to the Manor, you can enter this area now, and take the Box of 9mm Magnesium Cartridges and the First Aid Kit on the sill of the fountain.

Bridge Garden







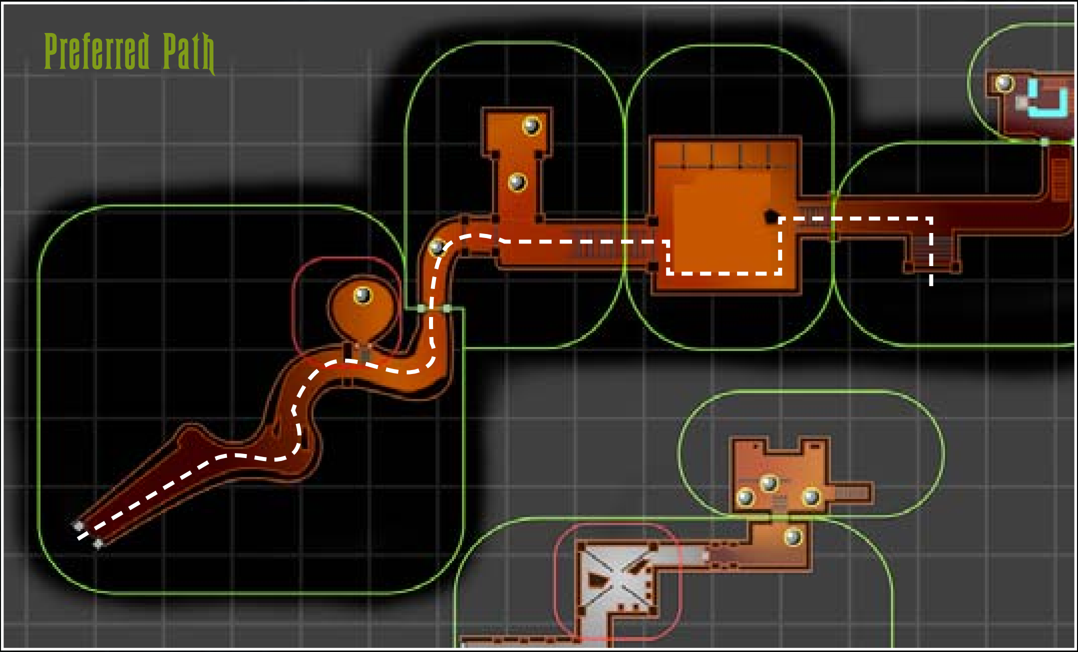
Your radio has temporarily stopped working. With no time to ponder this, you approach the Blockhouse and find it peppered with diseased reanimated bodies. Hybrids are everywhere, and they're slowly attempting to swarm you!



You have little chance of dodging them on this narrow path, so pick them off from a distance, backing up when the Hybrids stumble too close. If you run, they follow.







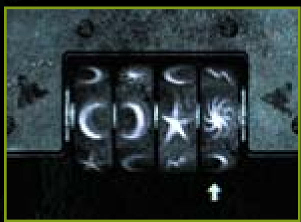
Off the Beaten Path

Blockhouse

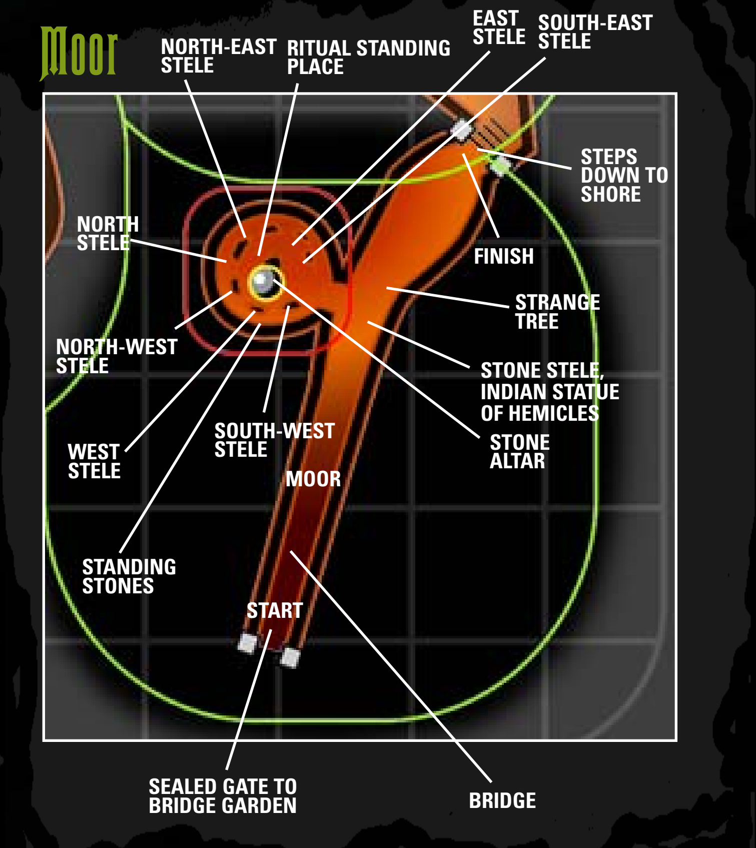


There's even a Hybrid roaming the Blockhouse interior! You must step forward to aim effectively at it. However, there's no need to enter this Blockhouse.





Running past your ripped parachute, sprint over the Moors, arriving at the gate leading to the gorge. It's locked with a combination that features astrological symbols. Examine the Engraved Metal Plate you found behind the third painting, and note that the symbols match. Input a crescent moon facing right, a crescent moon facing left, a star, and a sun, then step through the unlocked gate.







Slumped against the gate is a headless body dressed like a fisherman. Step carefully along a rickety bridge that spans a steep ravine.



When you're halfway across the bridge, Aline chimes in over the radio. She's northeast of you inside the Fort, and she's stumbled across an "incredible" Planetarium. The work of Jeremy Morton, it was built with an Indian ritual in mind.



Almost to the other side, you're ambushed by an Ophtalmicid. Pump two Shotgun rounds into it, then quickly change to your Colt Revolver and pick off the Luxrats with single shots.



Tip

Wait a couple of steps back on the bridge before the Ophtalmicid leaps. Equip your Colt, aim, and fire offscreen in the direction of the Luxrats to take them down before you get swamped. However, if you see the Ophtalmicid dive into view, quickly equip the Shotgun.



As you continue forward, the bridge over the precipice collapses. There's no way back to the Manor.



Simulacra Corner

Dark Tentacles or Dead Tree?

This is a tree that has taken a rather curious shape—it looks like an octopus, with three large tentacles flapping in the wind and an eye just below the right "limb."





Farther along the path is the fisherman's head lying in a pool of blood. Continue north to some steps. This is the place mentioned in the incantation recording.



A group of standing ceremonial stones (known as "stelae") are positioned on the Moor.



Move to one of the seven Abkanis stelae, look at it, and choose the direction you think you're facing. The compass on your map (L2) reveals that the stele second to the left of the entrance steps is the west stele. So, clockwise from the steps, the first stele is the southwest stele, and the eighth is the southeast stele. There is no south stele.





Call Aline. You are missing the directions to face before reading an incantation, so you cannot begin the ritual. Aline tells you to go to the north stele. Radio her (R2) to tell her that this stele has one mark chiseled into it. Aline tells you to move to the southeast stele.





Run to the southeast stele. No markings are on this stone. Radio Aline, who asks you to head to the west stele. (You can radio Aline again any time to remind you which stele to check).





At the west stele are three marks. Radio in, and Aline tells you that the markings correspond to a group of numbers and a direction. She tells you to head for the southwest stele.





The southwest stele has one mark. Aline instructs you to head to the east stele.





You find two marks on this stele. Radio in, and Aline tells you to head to the northeast stele.





The northeast stele has no marks, and neither does the southeast stele. The final stele, the southwest, has one mark. Aline discovers that the stelae have given out today's date—1, 0, 3, 1, 2, 0, 0, 1; or October 31, 2001. Tonight the Gate can be opened! Inputting the numbers into the Planetarium control panel causes the mechanical planets to move and align to the east, go to the east stelae to utter the incantation.





Move to the east stele, take out the Dictaphone, and play the incantation to memorize it. Cast the spell, saying "O Goul'ai Hypor Harnis Korna." If you utter the words in a different order, nothing occurs.



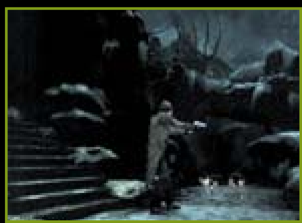
After you speak the incantation, you hear faint breathing, and a brilliant green light washes over the central altar stone in the circle. Pick up a Stone Stele Disk and an Abkanis Statue representing Hemicles, the bull. The mystical light fades.



Exit the standing stones and head east. Aline radios in, and when you mention the items you secured, Aline says she needs the disk you found, so you arrange to meet. Head for the Fort, and continue to the Shore.

Shore





At the bottom of the stone steps, five Luxrats scurry around. Take a couple of potshots at them as they disappear into a cave. You find another Charm of Saving—use it.



Enter the cave, continuing to the right until you exit the other side. Equip your Rocket Launcher Pistol and carefully walk on.



When you're three steps out of the cave, a Night Ripper forms. Fire two rockets in quick succession. The Plasma Cannon also stops Rippers dead in their tracks.



Tip

Use rockets to kill these creatures as soon as they start to form. If you're surprised by a Night Ripper, it can pick you up, causing serious damage. As soon as the Night Ripper forms, plug it with rockets or a plasma stream.





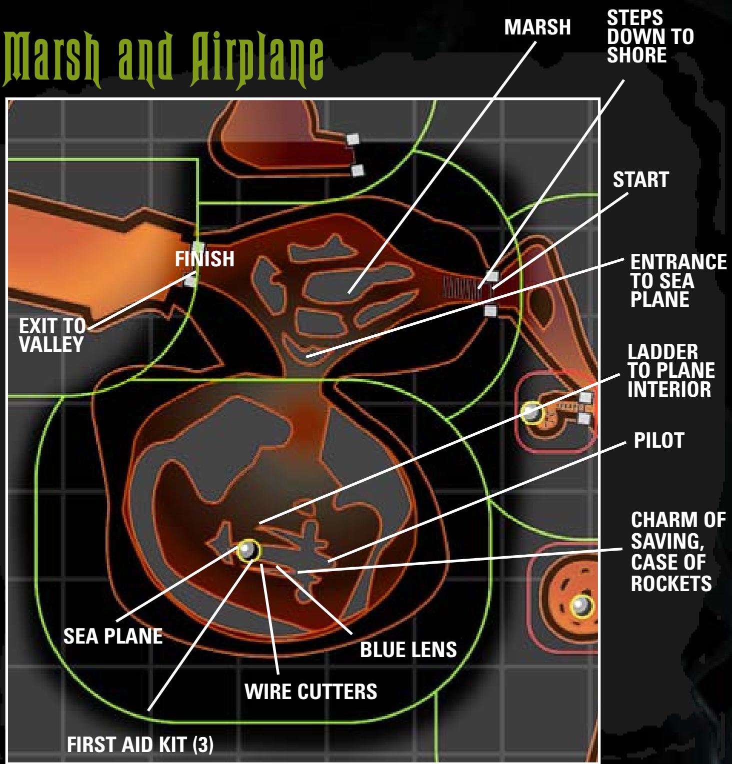
Climb the ladder, then move around a series of carved steps and into a small grotto. Pick up two Boxes of Rockets and climb down the ladder.





Continue exploring the Shore. You find another cave. It contains no items, but you see numerous ritualistic scratchings and find another set of stone steps.

Marsh and Airplane





You emerge near the marsh marked on Johnson's map. This Swamp has two exits and a number of routes. Pay attention to the map to reduce time spent knee-deep in stagnant water.



Equip your Rocket Launcher Pistol. Three Hybrids rise from the deep. Dispatch each with a single rocket and move steadily along the left path.



Stay to the left of the Swamp so you can take the left exit. Otherwise, you may get lost. Emerging from the left Swamp exit, you spot the downed plane. Tackle the Hybrid with a single rocket after it stands up.



Enter the sea-plane carefully—it could sink into the mire at any moment. Find three First Aid Kits, a pair of Wire Cutters, and a Blue Lens for a Flashlight.



As you head toward the cockpit, you hear Johnson radioing in on the plane's receiver. Take a Box of Rockets and a Charm of Saving from the seats to the right of the cockpit. You spot the pilot.

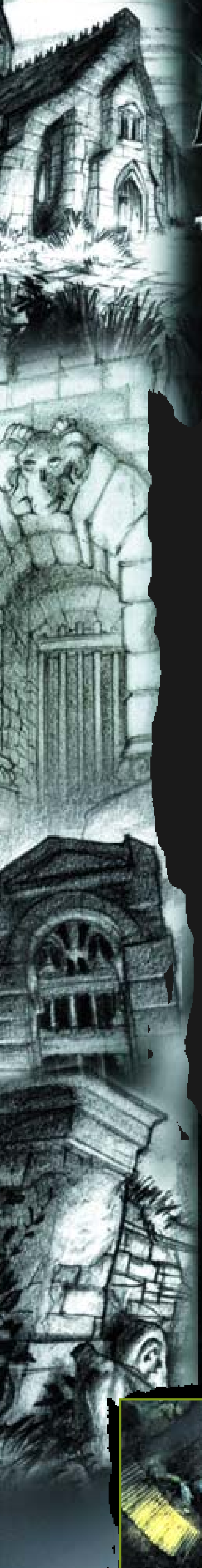


The plane is sinking and the pilot panics—his legs are stuck and he's badly wounded. If you try to help him, he grabs you, forcing you to retreat.





A timer starts as the plane sinks six feet, giving you 14 seconds to exit the plane. If you fail, you and the pilot drown. You can't help the pilot and must continue into the Swamp.

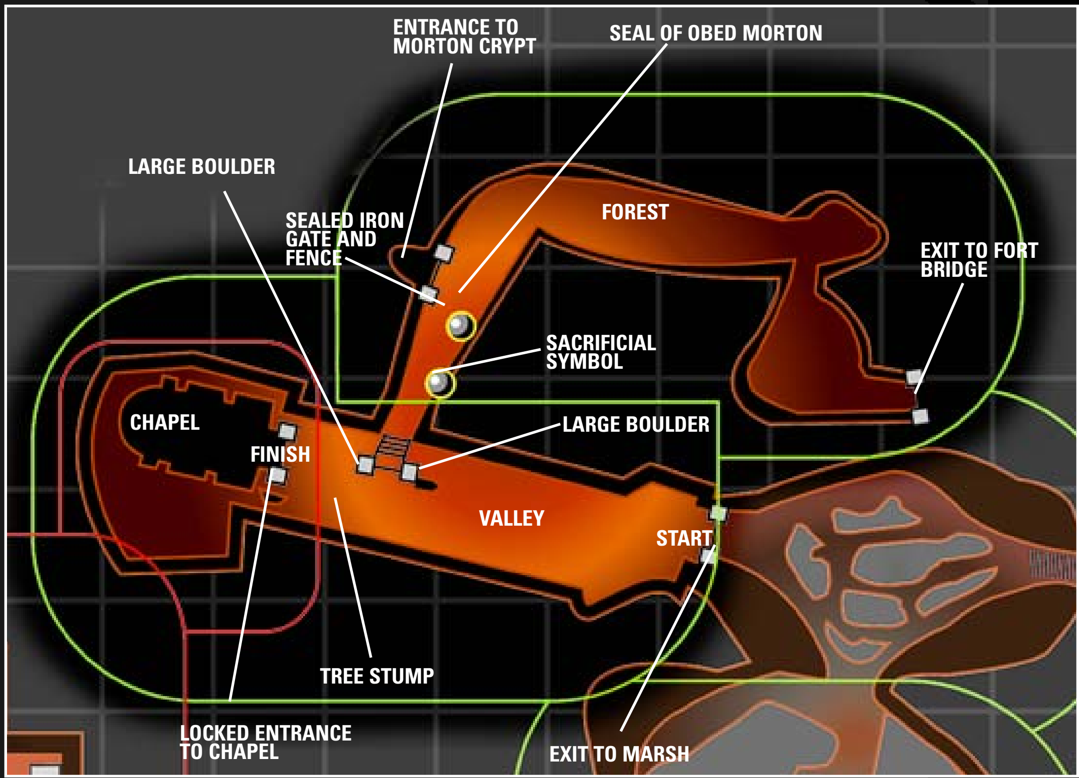


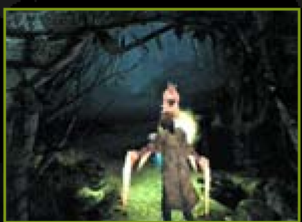




Back in the Swamp, three more Hybrids appear, one dangerously close. Retaliate with rockets. Dispatch one zombie and leave the rest to fester in peace. The other two deviants are in the top right and middle left areas of the Swamp. In this enclosed space your rockets are accurate only at close range. After the area is clear, head north to the second exit. This leads to the Valley.

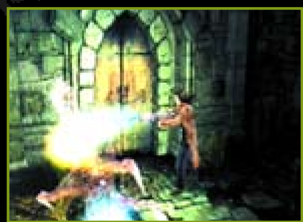
Valley and Forest





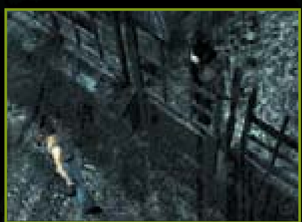
Under the brick archway, a Night Ripper warps in. Unleash two rockets.



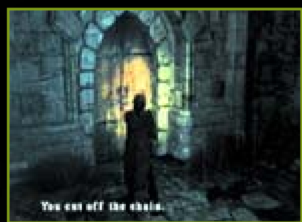


Jog down the Valley to spot the Chapel in the distance. Two Night Rippers scuttle toward you. Launch four rockets (or a constant spray of plasma).



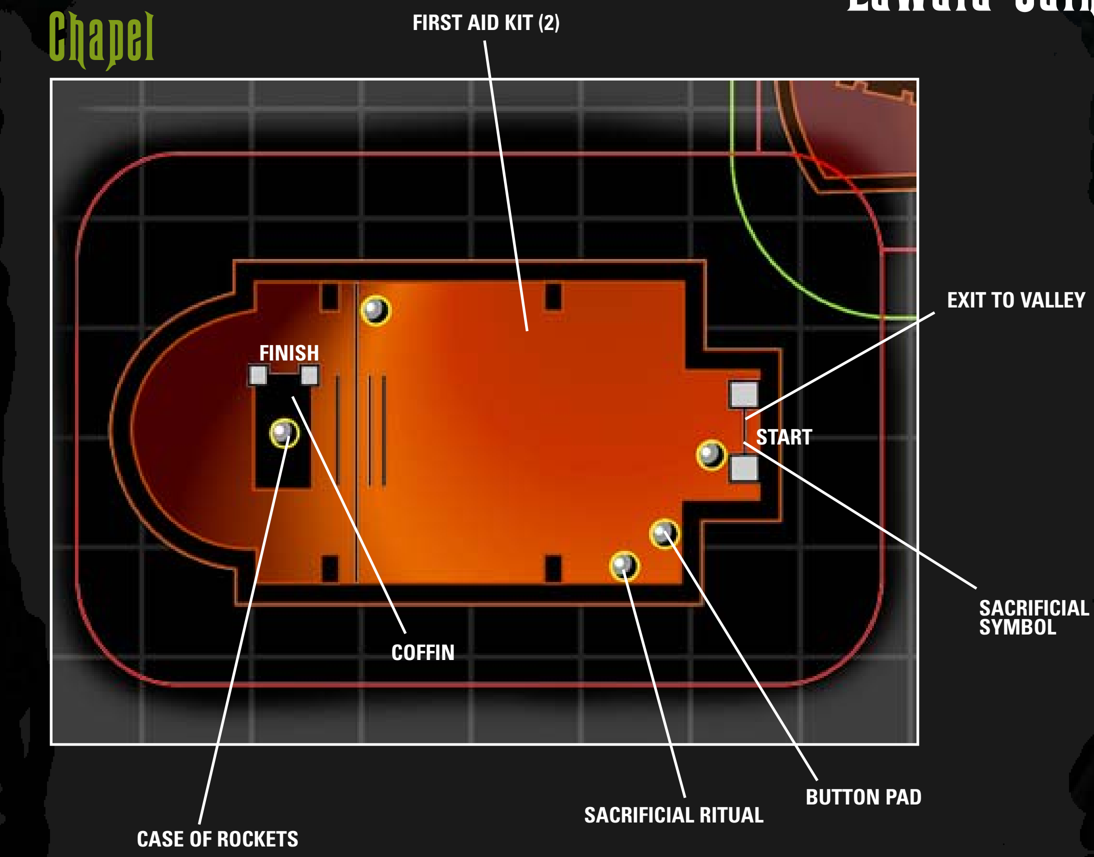


Move up the stone steps near the two large boulders. Approaching a rusting gate and iron fence, you're almost shot by Aline, who approaches from the Forest. She recovered the Abkanis Tablets and two statues, but she needs to head back to the Fort. Give her the Stone Stele you found on the standing stones altar, and she gives you Obed Morton's Seal.

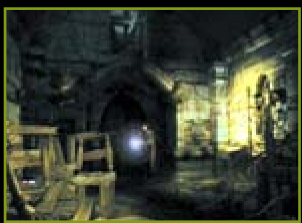


Run to the Chapel. The door is chained shut. Equip the Wire Cutters, cut the chain, and unlock the arched wooden door.

Chapel







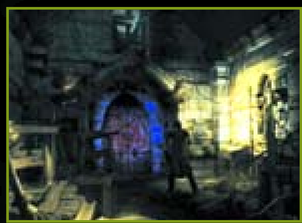


Although the Morton Family Chapel is in a terrible state of disrepair, candles still burn. Grab the two First Aid Kits and a Box of Rockets. The rockets are perched on a coffin. Could this be the secret entrance you read about?





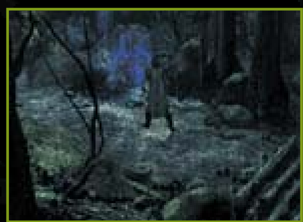
Edge toward the right of the entrance door to spot nine buttons carved into the wall. Each button has a symbol on it. From left to right there's a demon with pincer-like horns, a hand with an eye in the palm, an inverted amulet, a horned devil head, a pentagram, a goblet, a skull, a ritual dagger, and a trident. There's also a tome detailing ritual sacrifice.



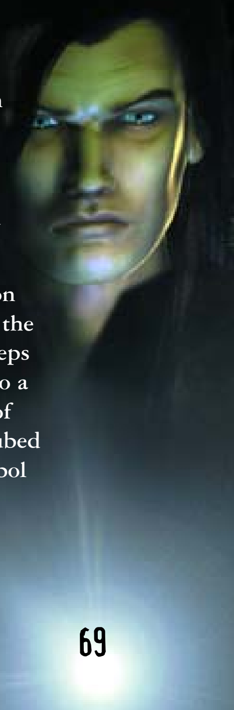
The symbols hold the key to a secret tunnel to the Manor. Combine the Blue Lens with your Flashlight to create a dim illumination that reveals dried blood. There is a large pentagram drawn on the Chapel door!



You have two more symbols to find, but they are not daubed on the Chapel walls. Return to the Valley and stop at the junction of steps leading to the Forest. A Night Ripper is advancing—take care of it with rockets or a spray of plasma. There are blood splatters on the ground in both directions.



Shine your Flashlight on the ground and follow the trail of blood up the steps to the Forest. It leads to a rock with the symbol of an inverted amulet daubed onto it. One more symbol to find!





The other trail of blood leads up the Valley and into the Swamp. Wade into the stagnant mire. Hybrids rise from the murk. Take them out with rockets and go out of the Swamp to the Shore.



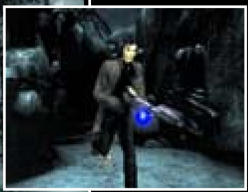
Run down the stone steps, spot blood splatters on the ground, and run through the cave. Stop at the ladder leading to the Grotto. Two scurrying Luxrats impede your progress. Equip your Colt Revolver and make short work of them, then climb the ladder to the Grotto.



The steps to the Grotto are peppered with blotches of blood. After you're inside, shine your Flashlight on the wall of skulls. The third symbol—the trident—is in the space surrounded by the skulls. Trek to the Chapel.

Off the Beaten Path

Blue Light Special



Although there's no reason to, you can traverse the Moors all the way back to the standing stones to check for more blood. If you do return to the stones, the Ophtalmicid and Luxrats are waiting for you.

Simulacra Corner

One of the rocks that you shined your Blue Lens Flashlight on is actually a bald-headed goblin with a long thin nose and a two-fanged mouth.





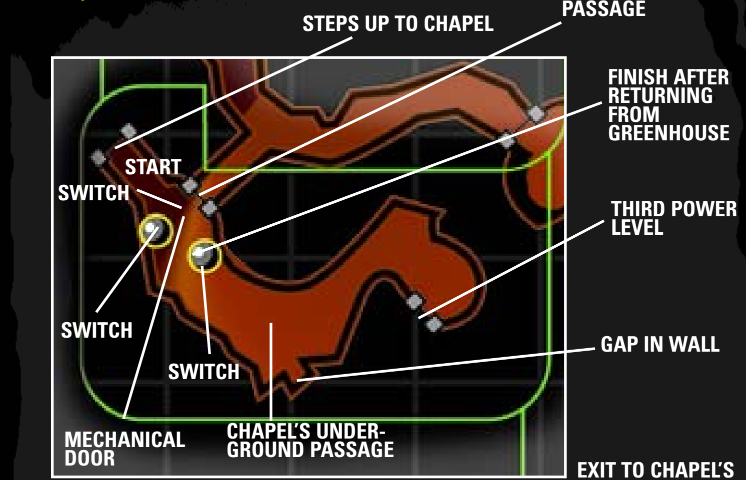


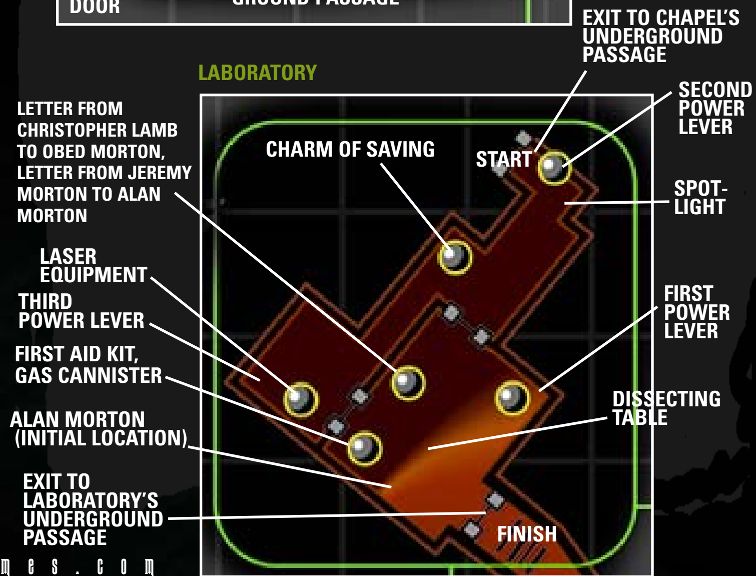
On your way back from the Grotto, a Night Ripper appears in the Shore area immediately before the steps to the Swamp. Back up quickly and launch two rockets (or unleash plasma gas). Another Night Ripper awaits after you emerge from the Swamp.



Once inside the Chapel, press the button marked with the inverted amulet, pentagram, and trident. The symbols activate a mechanism that slides the coffin. Run up and around to the right, and enter the Chapel's Underground Passage.

Chapel's Underground Passage







As you head down the stone steps, a mechanical door blocks your path. A switch is on the massive rock to the right of the door. Equip Obed Morton's Seal and push it into the switch.





Obed Morton's Seal disappears, but the door rotates open. Step through. Note an identical switch on the opposite stone outcrop. You'll return here with another Seal later. Head down the corridor, turn a corner, and check a gap in the wall (through which you can see a human-sized cage) and a shut door—this is the door to Alan's Laboratory!



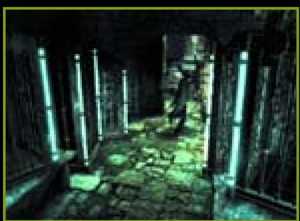
Enter the dim chamber. There is a large, elaborate lever that cannot be moved… yet. And your map doesn't show this floor plan.



Pass dozens of empty cages, each one lined with fluorescent lighting—presumably to keep foul creatures at bay. Near a split in the passage lies a Charm of Saving. Use it.



You can continue down the main corridor and through a stone doorway or explore the generator rooms. However, time is of the essence.







Through the stone doorway and into the main Laboratory itself, you spot Alan dissecting *something*. Creep forward and listen to Alan's experiment. Alan continues until he spots you. He runs for a nearby door, bolts it, and powers down the lighting! Aline radios in, says she's found a floor plan, and attempts to guide you to safety.



Follow her advice and head to the door near the operating area. However, Alan has locked the door from the outside. You and Aline come up with a plan to power up all the generators and overload the circuit, thus opening the door.



Switch on your Flashlight and edge to the left. If you move too far in the wrong direction, Aline radios in to let you know. A Hybrid falls nearly on top of you. React with Shotgun fire and continue.



Head for a table next to the left wall, locate a lever, and push it down. This starts an electrical discharge. Aline recommends heading back to the entrance and finding the light switch.



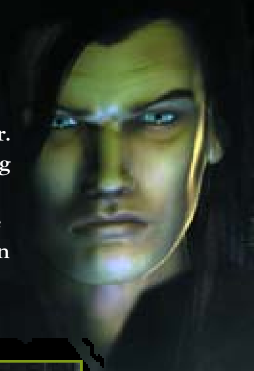
No sooner have you moved over the sand-colored ground to the stone doorway than another Hybrid lurches into view with a gurgling screech. Equip the Shotgun, blow away the mutation, and continue up the passage with the cages.



Aline radios in, telling you to head straight. You must switch your Flashlight back on after almost every conversation. Another Hybrid staggers into view; gun it down quickly.



Back at the entrance, pull the lever. The projector spotlight sputters on, but the overload doesn't occur. Aline suggests heading down the side chamber and locating more levers. Another Hybrid emerges. The lights weaken these creatures, and a shove or one Shotgun round is enough to dispel this zombie.



Locate the branching corridor, take a right, and follow the passage to the left. Another Hybrid attacks you. This critter takes three blasts to kill.





As per Aline's instructions, hug the left wall, and continue past two large green containers filled with human remains. Battle two more weakened Hybrids, then pull the lever. It starts a red laser beam.



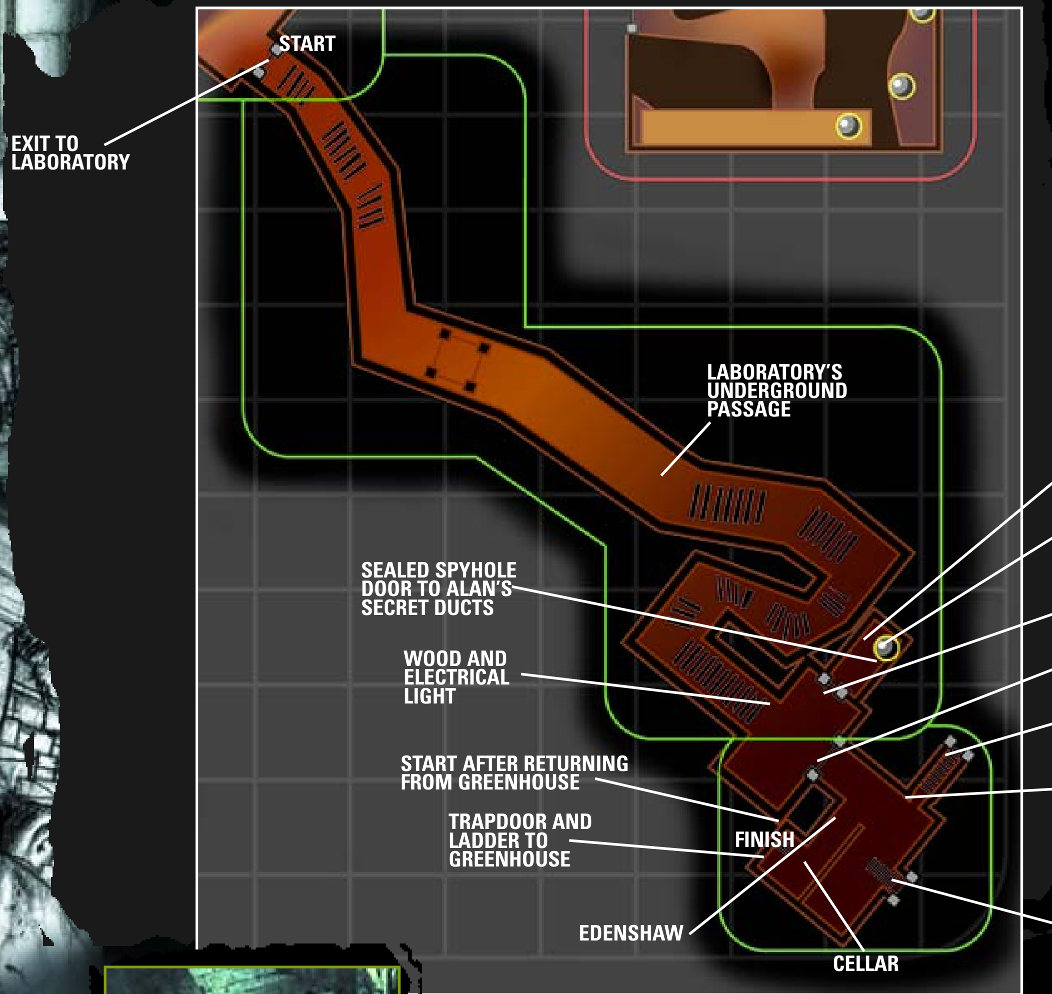
The power overload unlocks the door Alan ran through and opens the door to the left of the red laser, next to the power generator. Speed through it to arrive to the right of where Alan was conducting the autopsy.





Glance around the main Laboratory area. To the right of the door you came through is a table with two letters on it. To the left of the door, a large cupboard hides a First Aid Kit and a Gas Cartridge. Pocket these, then exit the Laboratory via the once-bolted door.

Laboratory's Underground Passage





Descend into a long passage that travels south and to the Manor.



Aline radios in, checking your whereabouts. Tell Aline you'll arrive in the Manor Cellars, and she opens a trapdoor for you.




The winding passageway widens slightly, just as Arachnocides drop from the ceiling. Keep running to avoid them (if you make it to the stairs, then return, the critters have dissolved into the dark). Or, equip your Colt Revolver and shoot the six Arachnocides in the straight corridor before the steps.



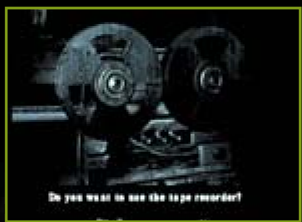
Another six Arachnocides drop from the ceiling as you climb the massive spiral stairs. Outrun and ignore them.



Finally, you reach a south area adjacent to the Cellar—you may remember peering at the pieces of wood and electrical lighting from a spyhole in the Cellar. Take the east door.



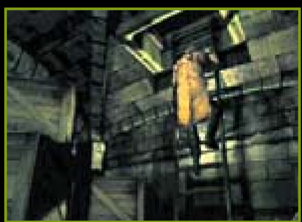
You reach in the Radio Room, a small chamber filled with equipment, which you spotted through another spyhole. The sealed door, leading to the secret passage from Alan's Bedroom, confirms this location.



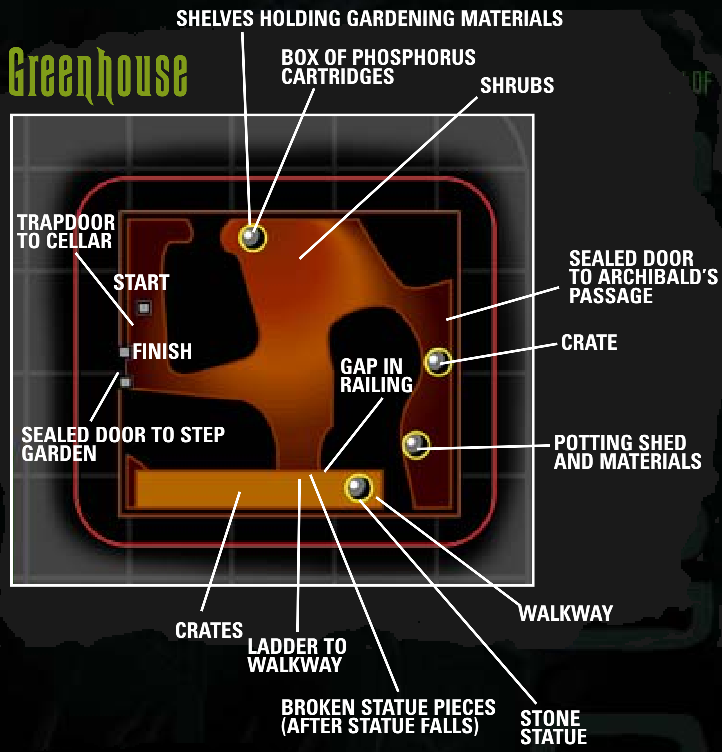
Move to a tape recorder and radio transmitter, and play the last message it received.



Unlock the riveted Cellar door. Inside the Cellar, all the doors are locked, so you must use the trapdoor ladder. However, Edenshaw stops you.

Alan Morton is about to perform the Gate-opening ritual, and Edenshaw needs the last of the statues to stop Alan's progress. When you meet at Edenshaw's Gate sanctuary, he quickly explains that he has been waiting for this day, and you were divinely sent to aid him. Reach for the ladder and climb through to the trap-door, emerging in the Greenhouse.





You appear inside the Greenhouse. Travel south past a sealed door and to the open courtyard where three Photosauri run around. Unleash rockets until the light from the blasts destroys them.



Heading north, run around a small clump of ferns to spot a Box of Phosphorus Cartridges on a shelf.



Head down the middle path to the south until you spot a long red ladder leading to a balcony. Climb to the top.



To the right of the ladder on this walk-way are three crates; but to the left, after a gap in the railing, is a heavy stone Abkanis Indian god statue. Move to the right of the statue and push it toward the ladder twice.

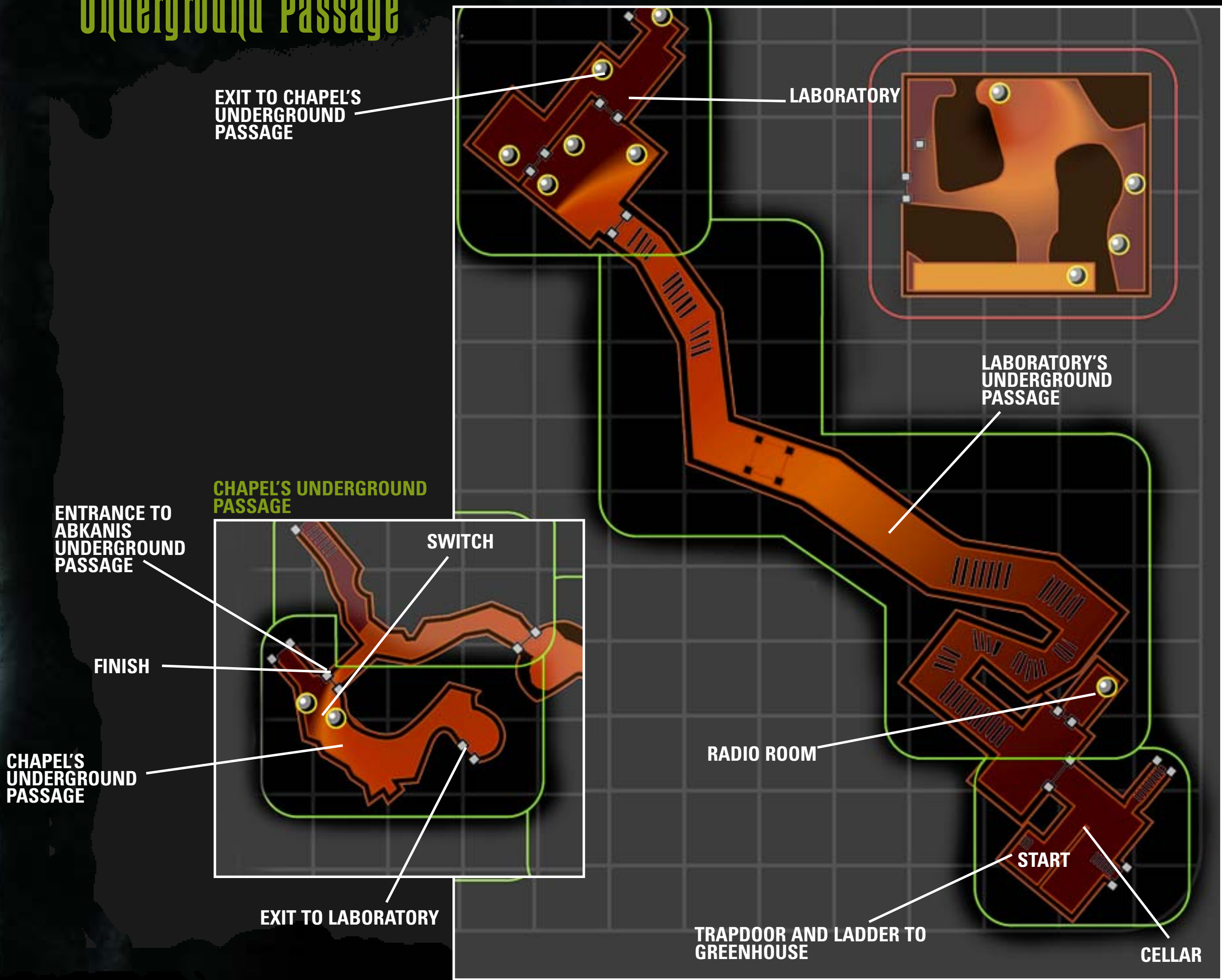


Push the statue off the ledge and it smashes into several pieces. Descend the ladder and inspect the pieces.



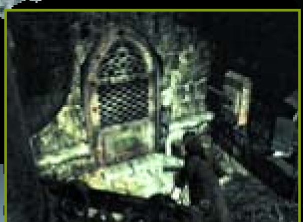
The hollow statue housed another Seal and an Abkanis Statue of a bear. Quickly return down the trapdoor to the Cellar.

Underground Passage

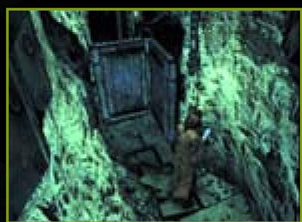




Hike to the Underground Passage under the Chapel. Head out of the Cellar door, down the stone steps of the Laboratory Underground Passage, and straight past the congealing Ophtalmicid. Ignore a second fiend, and return to Alan's Laboratory.

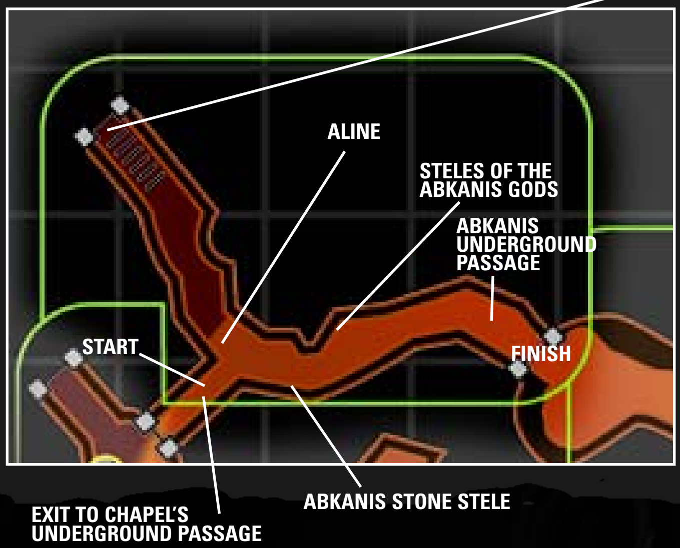


In the Laboratory, turn left, remembering the route Aline taught you. Head along the passage with the empty experiment cages, past the light lever, and through the ornate arched door to the Chapel's Underground Passage.



In the initial passage, walk forward to the revolving door. Equip Alan Morton's Seal, activate the door, and slip down a passage to the right.

Abkanis Underground Passage



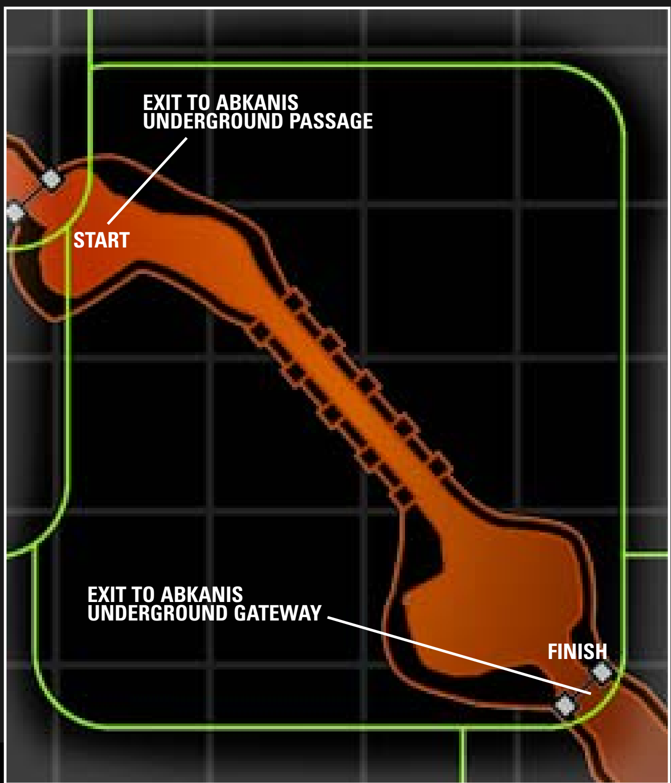


You're in a small passage to the east of the main Abkanis tunnel. Run forward to spot Aline walking in from the north.



Ask Aline to translate an Abkanis stele lying in the tunnel. She does, and the news about the Gate ritual isn't good. Continue south.

Abkanis Bridge—Crossing the Chasm



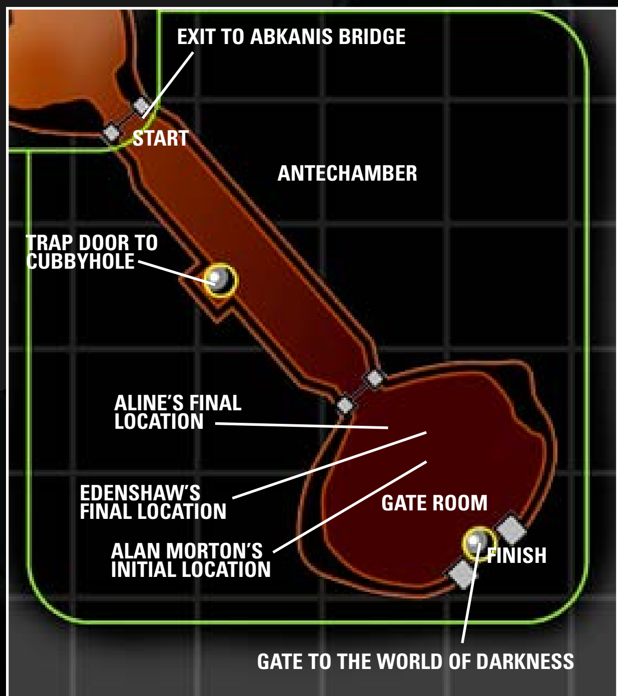


Head out of the Abkanis passage and onto a mammoth stone bridge. Run across the bridge to the cave entrance on the other side.



You and Aline arrive in a long thin passage dotted with Abkanis symbols and ritual torches.

Abkanis Antechamber and Gate





Halfway down the antechamber is an alcove in the east wall. Open the trapdoor to reveal a small cubbyhole. It contains a Lightning Gun, four First Aid Kits, an odd-looking Battery Charger, and five Charms of Saving.

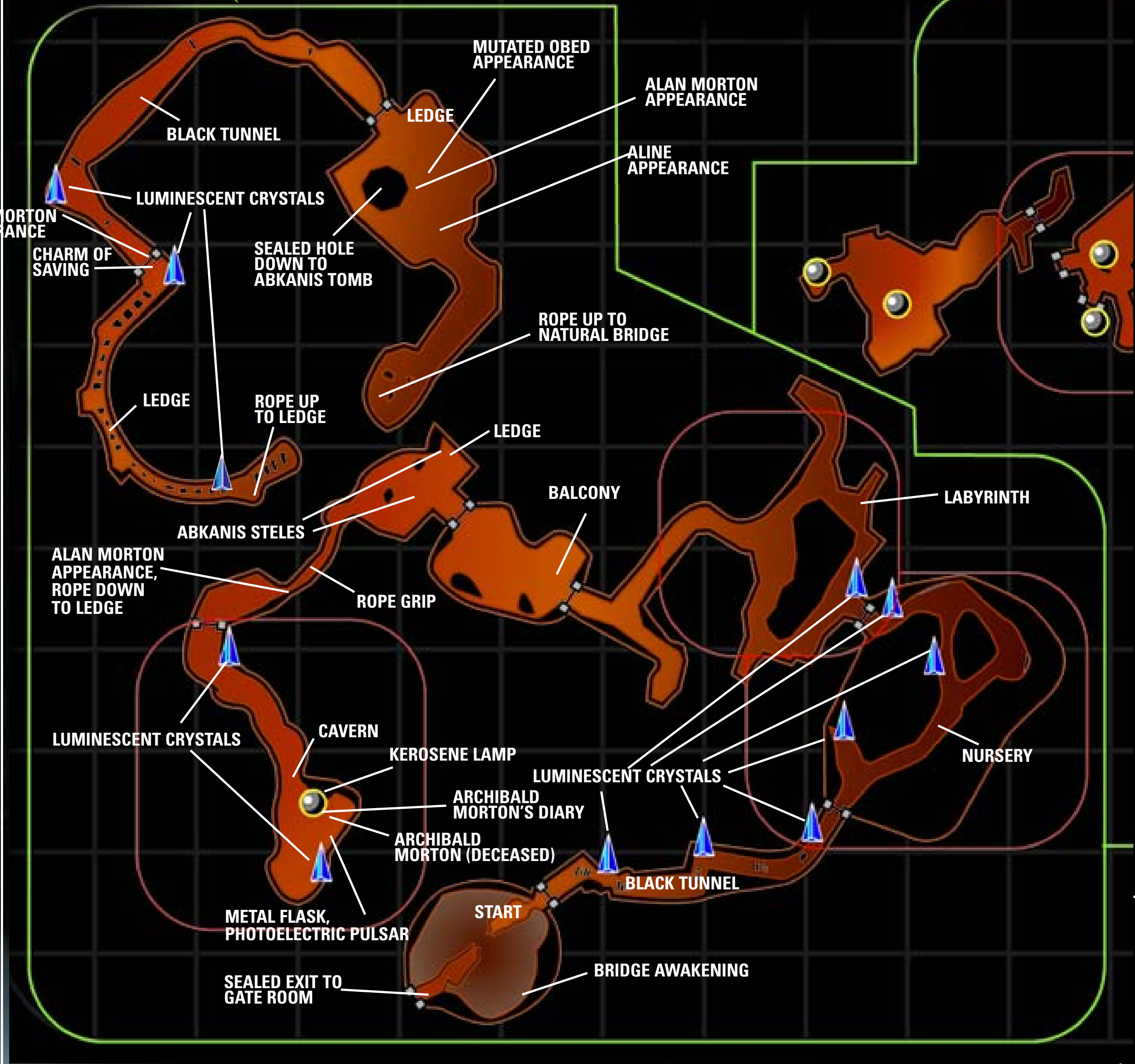


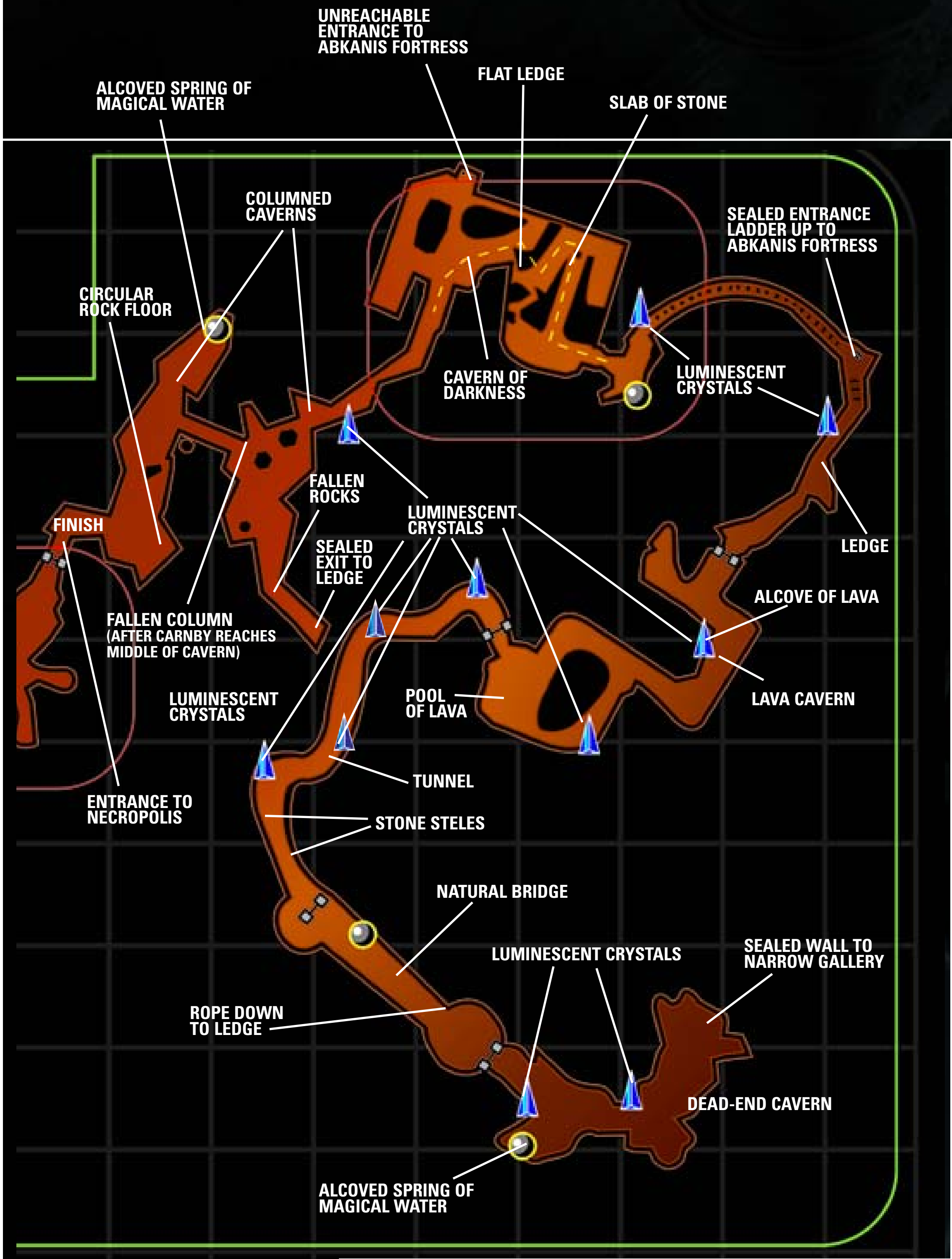




You and Aline emerge at the Gate. Alan is in full ritual fervor, and Edenshaw attempts to reason with him. Alan shoves Edenshaw back violently and continues his deranged incantations. The Gate opens. A shrieking storm of dust sucks Alan through the threshold, and you're violently taken through the Gate, as well.

World of Darkness



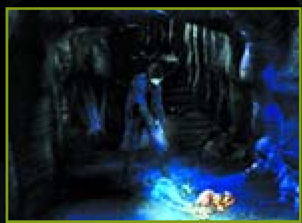




You have a dream in which Hecatonchires, the Abkanis God of Gods, speaks to you. You are a warrior, and son of the Abkanis people, born on the day the God's son passed into the eternal light. You wake on a gigantic stone outcrop over a precipice.

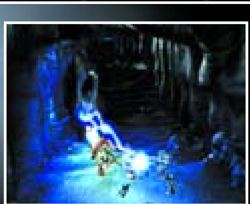


Call Aline. She says that the statue Alan took must be found. She also mentions a healing water. Exit the chasm chamber.



Step forward into a long enclosed passage, only to be greeted by a Hound of Tindalos. Four more beasts teleport in.

Tip





Equip the Lightning Gun and fire constantly until the Hound is defeated. Load up with Crystals for an unlimited supply. Memorize the warp points where Hounds of Tindalos are likely to appear, and run through the passage, stopping only to take down a Hound when one appears. Being overrun is a serious problem, so equip the Lightning Gun when one or two dogs are seen.



Walk up the steps, and notice an electric-blue mineral deposit growing out of the rock. This is a Luminescent Crystal, and it automatically reloads the Battery Charger that powers your Lightning Gun.



Enter the second part of the long passageway, take another Crystal, blast warping Hounds, and head to the passage exit.





You enter what can only be described as a Nursery and see a Photosaurus born from the living rock. Make sure your Lightning Gun is fully loaded, and check the map to locate the exit. Two Photosauri form out of the dark. Destroy them and pick another Crystal from an alcove to your left.



Continuing around the Nursery, you spot more Photosauri forming. Push them back, striking only those that block your path.



At a fork in the path, hug the left wall and continue around to the south. The other path connects. Race to the exit, stopping only to clear the way of Photosauri. Take another Crystal to the right of the exit chamber, and leave.

Off the Beaten Path

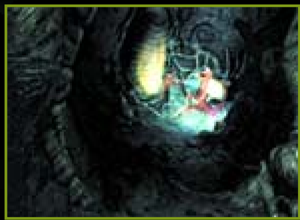
The Nursery



If you take the right path, you see pulsating sacs embedded into the ground and walls of the Nursery. The right path is a longer path to the exit. Keep the map in almost constant view, and don't get spun around.



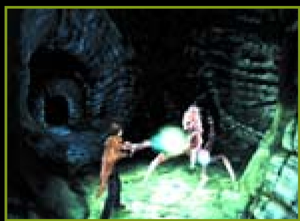
Entering the Labyrinth, you're attacked by two Night Rippers. Fire short sharp bursts from the Lightning Gun or use the Plasma Cannon. Pick another Crystal from the wall to the left of the entrance. If you head right, another Ripper appears in this passage to the main middle chamber.



Head west to discover a small round alcove that looks like the Night Rippers' lair. Continue to a large junction and take the left path.



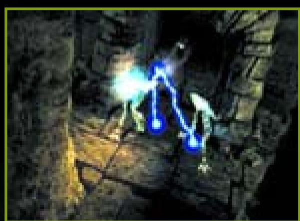
You come to a wide chamber in the middle of the Labyrinth. Head south down a narrow passage. Another Night Ripper forms behind you. Quickly turn and blast sharp bolts of lightning (or Plasma Cannon gas).



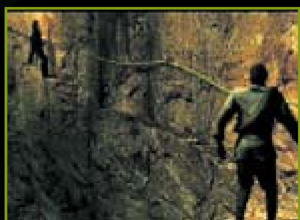
After another encounter with a Night Ripper (all the Rippers appear at a particular spawning point), you arrive at the final junction and see the exit to your right. Head for the exit arch.



You arrive in a balcony room and three Hounds of Tindalos charge you. A quick shower of lightning attacks all three Hounds simultaneously. Exit through the archway in the opposite wall.



Step forward onto a large ledge. Two Photosauri are ahead. Tackle them with electricity.



A thin ledge with a rope grip is the only way to continue. As you shimmy across, Alan Morton appears and cuts the rope, sending you plummeting into the darkness!



You land safely on a ledge below. Call Aline to let her know the Guardian of Light is protecting you. Inspect the rocky entrance here.





Once through that doorway, you arrive in a Cavern. Grab a Crystal, then light the old kerosene lamp. By its light you spot Archibald Morton's Diary. Lying next to it is what's left of Archibald himself. There is also a Metal Flask and a Photoelectric Pulsar. Take another Crystal, head to the ledge, and climb down the rope.



You land on the dark steps of the Black Ledge. Whirl to face a charging Ophtalmicid. Press and release the Pulsar bolt as the creature leaps. Dispose of another Ophtalmicid, then collect a Crystal.



Farther up the ledge, two more Ophtalmicides appear. Equip the Lightning Gun (you cannot raise the Pulsar high enough to aim effectively, and the power build up takes too long). Continue up the vast Black Ledge.



Alan Morton waits at the top. He sees you, and quickly flees the Black Ledge. Pausing only to snap the two Crystals from their base and grab a Charm of Saving, follow Alan through the Ledge exit. Save your game.





In a second tunnel, three Night Rippers halt your chase. Demolish them with electricity (or gas), pick up the two Crystals growing on the tunnel's left side, and move on. Unleash electrical damage on three more Night Rippers. Time is of the essence, so run.



[The end of the tunnel spawns more monstrosities. Equip the Rocket Launcher Pistol to down them, then sprint for the exit.



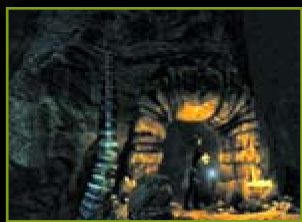




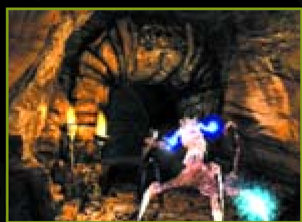
Take on the two Photosauri guarding the entrance to this massive cavern. You spot Alan running and see Aline drawing her Revolver and aiming it at him. Alan is cornered! Alan laughs off his capture. Suddenly, a creature lands behind Aline and Alan. The fusing of human and dark creatures, this unspeakable being roars in anguish and grabs Alan. They topple into the hole. Alan drops the statue he was carrying! The remains of Obed were embedded in that creature.



While Aline descends after the statue and the mutant brothers, push your way through the north tunnel brimming with Photosauri. Fight to the northeast part of the tunnel, then climb the rope.

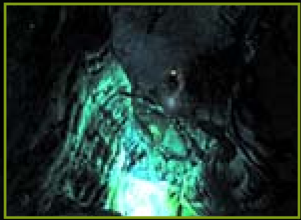


You are at one side of a Natural Bridge, next to a tunnel entrance. Enter the tunnel.



Kill the advancing Night Ripper, then step into the well-lit Dead-End Cavern. Grab the Crystal and move from the bright entrance into the unlit area.

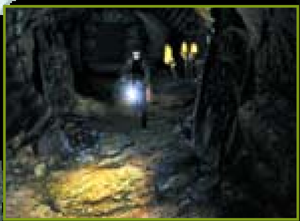





In an alcove north of the main chamber, is a spring full of phosphorescent water. Take out the Metal Flask, drink, and top off the Flask. Pocket the Flask, pick a second Crystal, and return to the Natural Bridge.



As you cross the bridge, Johnson radios in. Listen to him, then continue through the south Natural Bridge exit.




In a third tunnel, equip your Lightning Gun. You face at least 10 Hounds of Tindalos as you run through. On the way, pick up four sets of Crystals. You cannot decipher the Abkanis writing tablets embedded in the walls. Run and exit quickly.



You arrive inside a giant Lava Cavern. Take down a charging Night Ripper with gas, rockets, or electricity. Finish another Ripper, then take a tunnel to the south, engaging yet another Ripper.

Off the Beaten Path: Lava Cavern Tunnel



A second, longer tunnel wraps around and joins the route to the Lava Cavern's exit. You can grab a Crystal here, but a Night Ripper appears at the tunnel's exit junction, and it's difficult to kill due to the camera angle.



Passing the junction, continue west, tackling two more Night Rippers on the way. Blast them only after they have fully formed, as they flicker in and out of existence. Another Crystal grows in an alcove of bubbling lava.



Turn the corner and race for the exit, encountering the last two Night Rippers.



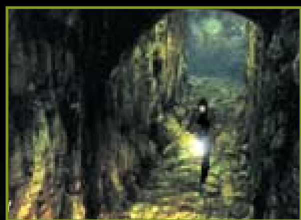
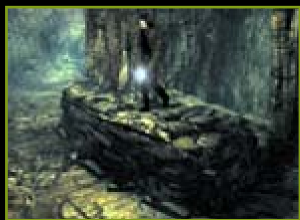
You appear at the bottom of another giant ledge with a chasm. Johnson radios in again. A rendezvous point is agreed upon—a helicopter will pick up you and Aline from the beach in about an hour.



Sprint up the ledge to the exit at the top without being bitten by the Luxrats warping in from all directions. When you spot Luxrats, electrocute them—you can hit several at once. Running past a ladder that you cannot climb, you reach the top and find another Crystal.



Emerging in a Cavern of Darkness, run immediately to your right, around a natural stone plinth, and head east. Falling rock has recently blocked the remaining area.

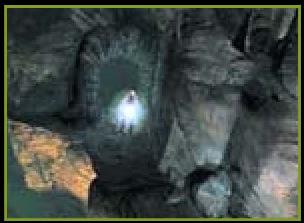
Run down the passage until you come to a giant stone slab blocking the exit. Clamber over the slab, then turn left and head northwest to another area of fallen rocks.




Turn northeast and leap atop the flat ledge in front of you. Cross the ledge and jump down onto the other side, running northwest.



Your map shows two exits at the first junction, but you can't reach the eastern one. Race west to the dim blue exit archway. As you near the door, three Hounds of Tindalos appear—zap them with lightning.



Enter the Columned Cavern and grab the Luminescent Crystal. Aline radios in—you're almost at Edenshaw's sanctuary!



As you round the corner, a column collapses over a deep chasm. The passage to the southwest is blocked, so scoot up onto the horizontal column and cross the chasm.



On the other side, a green glow illuminates a small grotto in the northeast. It's another spring of water. Equip your Metal Flask, take a couple of gulps, and refill the Flask.




At the column, move west, crossing the column and stepping onto a giant circular piece of rock floor. Shine your Flashlight at the north wall to spot an alcove. You are about to enter the Necropolis, the Abkanis sanctuary, and face the final confrontation.

Destiny in the Darkness

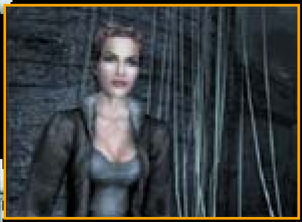
Field photography showing Edward Carnby's struggle against the shocking abomination that was once Alan Morton is tucked away in the back of this guide. It must be viewed only by those with a high tolerance for the grotesque, or by those wishing to know the ultimate secrets of Shadow Island.



Aline Cedrac's Dark Journey

Inventory

Weapons



You commence your impromptu rooftop exploration without any weapons whatsoever.

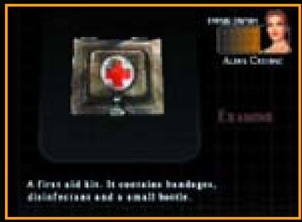
Objects



Your Flashlight is useful for shedding light on a situation and keeping certain dark creatures such as the Photosaurus at bay. Use it by pressing ●.



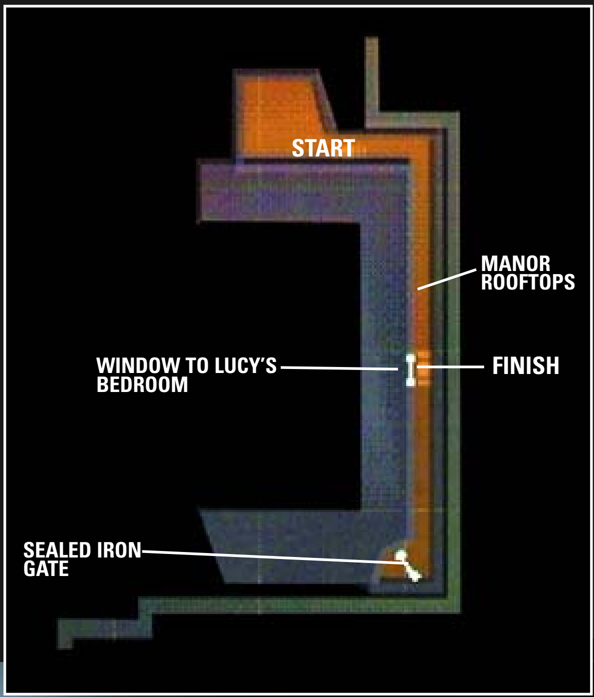
Your Walkie-Talkie has a range of several miles. You can correspond with Carnby at any time by pressing R2. Johnson is the only other character with this frequency.



Finally, you have a First Aid Kit, containing bandages, disinfectant, and a small bottle. It can heal wounds.



Manor Rooftops

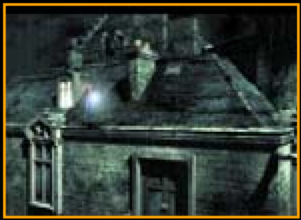




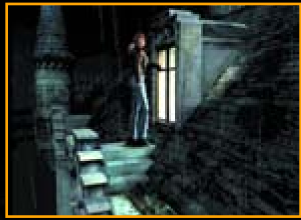
You land precariously on the eastern ramparts of a gothic Manor.



You were wounded during the frantic bailing of the sea-plane, and need medical attention. Equip the First Aid Kit and heal up. Then walk around the narrow ledge.

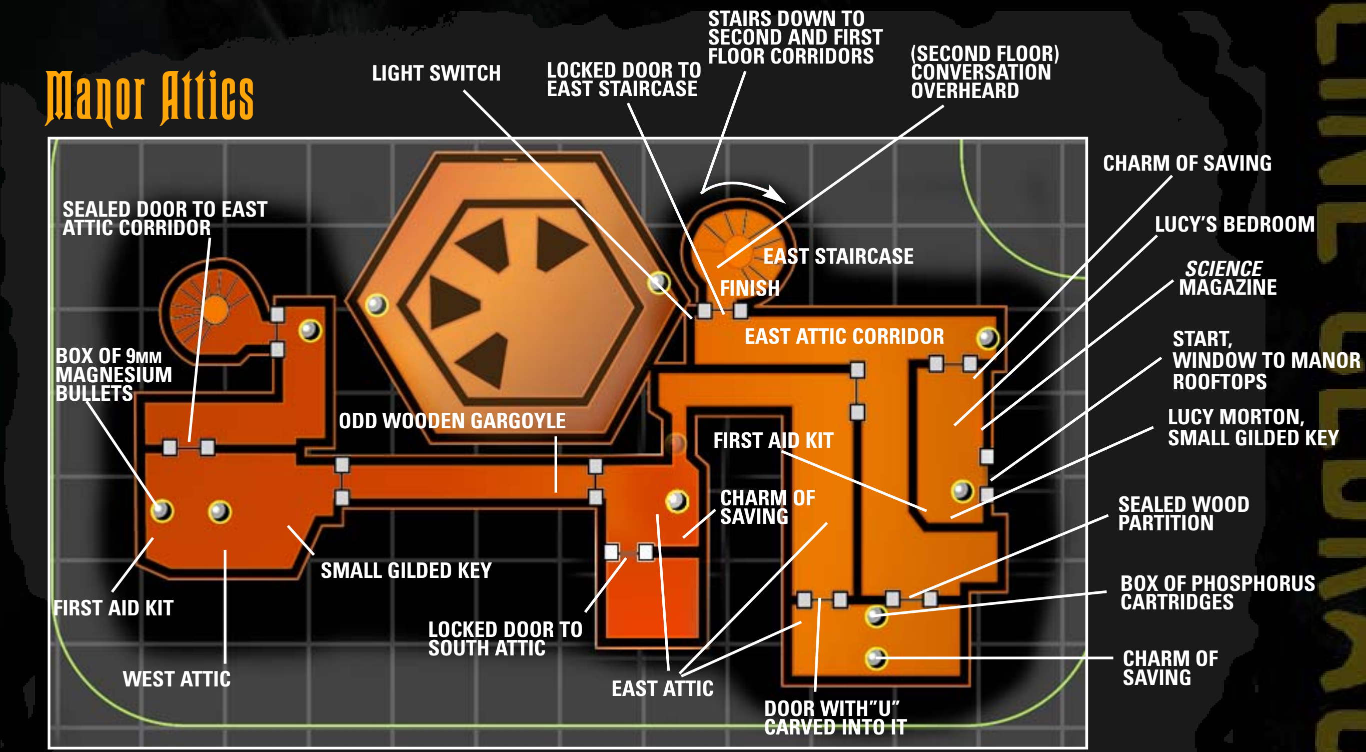


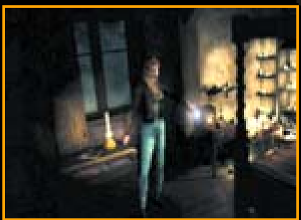
Flick on the Flashlight and move along the roof gutter. Carnby radios in to check your well-being. He can spot your Flashlight, and he tells you to find an entrance into the Manor.



Running past the lit window, head north to check the iron gate; but it's locked. You must clamber through the Attic window.

Manor Attics

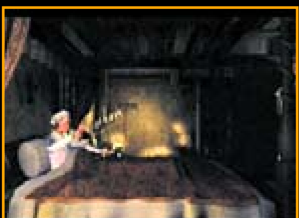


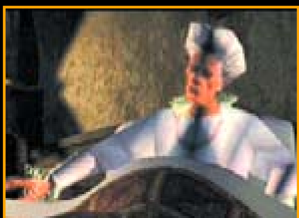


You're in a tiny cramped Attic Bedroom. To your left are dozens of lit candles. An old woman dressed in a night-gown sits in a four-poster bed. She seems blind.

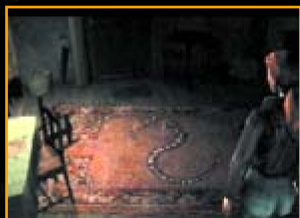


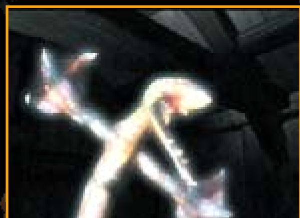
Check the south-west corner of the room, to the right of Lucy's bed, to discover a First Aid Kit. Then, turn and spot a magazine on a small dresser near the window.





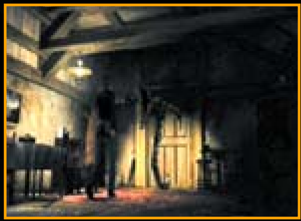
As you move, the old woman startles awake. She rambles on madly, then pushes a Small Gilded Key into your hands and tells you to head for the Smoking Room. She then slips back into delirium.





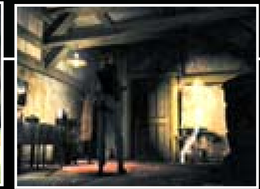
Heading for the door to the north, you move toward a strangely patterned rug. Suddenly, the image in the rug writhes, then bursts out and forms a snake-like beast.





The beast is a Phocomelus. Thankfully, this is a weak creature, sent to frighten rather than harm. Still, you cannot walk past it. You stagger back and Lucy tells you to use the light.





Tip

You must fend for yourself with your only weapon—the Flashlight. Some creatures are sensitive to light. If you run forward shining your light at them, they leap back. You can also stand and manually aim the light with the left analog stick.



Switch on your Flashlight and shine it at the beast. It winces, becoming agitated and temporarily transparent. Train your Flashlight beam on the Phocomelus about 10 more times, and it vanishes. Grab a Charm of Saving near the door.



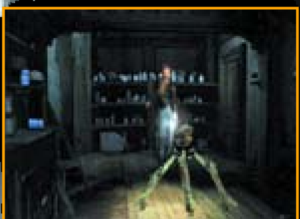
Step into the Attic's East Corridor, and immediately spot a green-skinned creature heading south down an adjacent corridor. Keep your flashlight trained and run forward.



Switch on the light switch in the northeast corner of the passage near the locked door.



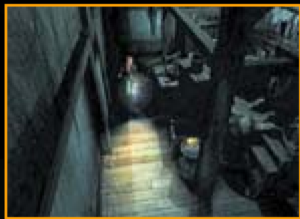
The two Photosauri fade into a screeching puddle of shadow matter. Run to the door on the west wall of the south corridor.



You emerge into a dark chamber with no light switch. Another Photosaurus slowly forms in front of you. Shine the light to repel it.



Another Photosaurus lurks around the southern area of the East Corridor. Head south to open the door, noting a "U" scrawled on the wood.

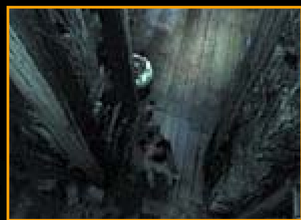


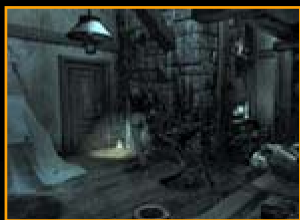
Radio Carnby, who says there's a key somewhere, and that the Flashlight should pick up the gleam from it. Farther along this storage room is a Charm of Saving.



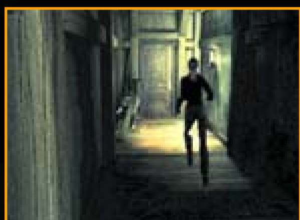
Dig up a Box of Phosphorus Cartridges before backtracking.

Run up the darkened passage, turn west, sprint along a wooden corridor, turn south—stepping on what appears to be a hollow floor (which may be useful to Carnby)—and end in a small antechamber.

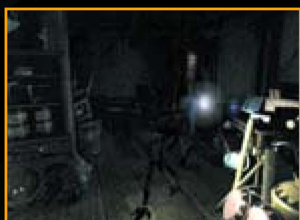




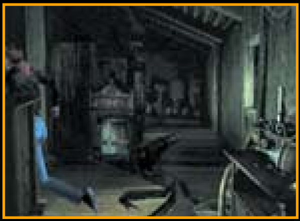
With two Photosauri trying to lick you to death, quickly take the Charm of Saving from the table and try the door to the south. It's locked, so exit through the east doorway.



You enter a well-lit passage connecting the Attic's east and west portions. Run into the West Attic area.



Notice the blue glint of an object to your left. A Photosaurus appears from the darkness. Push it back with the Flashlight, giving you time to take a Small Gilded Key engraved with "3RD F EAST."



Run down the south wall of the West Attic and spot a First Aid Kit on a cabinet, then run around to the west wall, claiming a Box of Magnesium Bullets. The northwest door is locked, so return to the East Attic.



Return to the corridor near Lucy's Bedroom. Using the Small Gilded Key, unlock the northeast door near the light switch and enter the East Staircase.



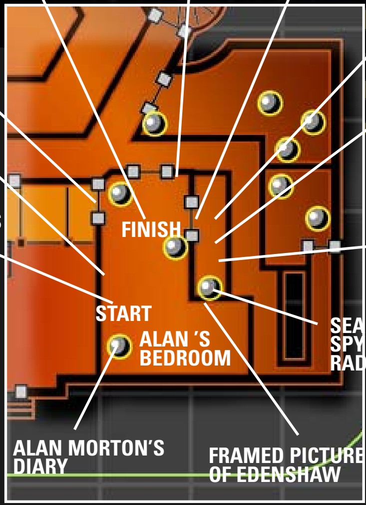
Look out the first window you see and spot a Fort on the other side of the island. Then continue down to the Second Floor Landing.



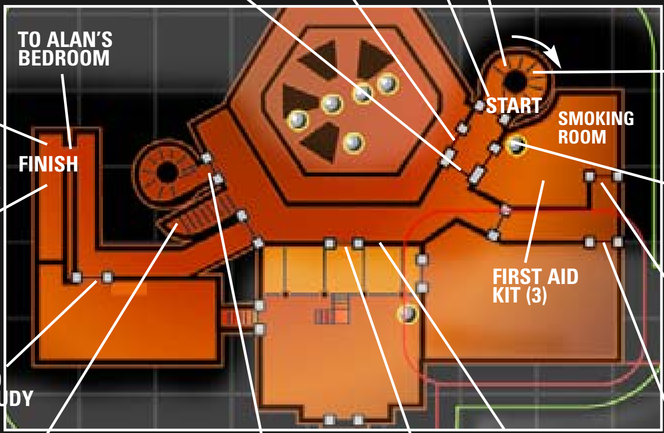
At the landing, listen to the tense conversation on the other side of a Second-Floor door.



The Second-Floor door is locked. Continue down the stairwell and press the light switch at the bottom. To the left of the switch is a thick wooden door. It opens, leading to the Manor First Floor.

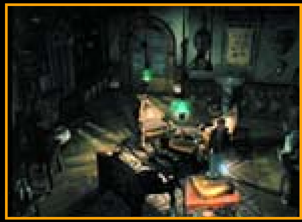


Manor First Floor





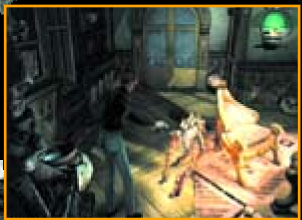
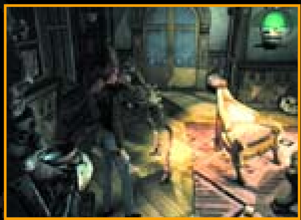
You appear in a small, enclosed portion of the First Floor Corridor. To the west is a firmly locked pair of doors, and to the south, another locked door. This leaves a door to the east, which leads to the Smoking Room.

The lights are already on, so quickly search the room. The southeast door is locked, as are the windows. However, you do find three First Aid Kits. Investigate the native statue on the northwest wall.



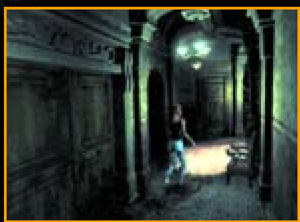

This Indian statue has a base made from a strange stone. Switch out the lights and the stone becomes transparent. A handgun is hidden inside it! Flick the lights back on, then unlock the base with the Small Gilded Key you got from Lucy, and retrieve a Silver Revolver.

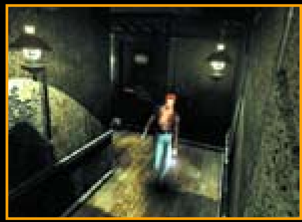
As soon as you grab the Revolver, an Ophtalmicid charges. Equip the Revolver and plant six bullets into the creature before it leaps. Reload from your Inventory, and blast four more times to fell the beast.



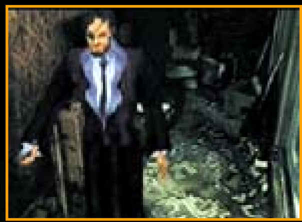
As you near the southeast door, you hear it unlock. Quickly open the door and you spot a gentleman who must be Obed Morton. He runs past you and exits the corridor you stepped into. Give chase.

You step into the main First Floor Corridor. All the doors are locked. Flick the light switch near a disfigured statue, and follow the blood-stained linoleum floor to a wood-paneled door in the southwest.



You emerge in a dank but illuminated passage. You pass a black door marked “A. M.” It’s locked, so continue.



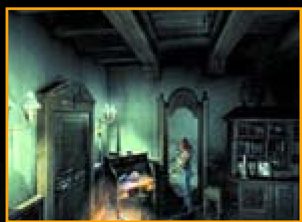
Obed Morton waits for you around the corner. You just want to talk to him, but he shoots you with a tranquilizer dart.



You awake on a bed in a dark bedroom. You’re fine, but your jacket is missing. Call Carnby and tell him that Obed has drugged you and locked you in a bedroom. He says he’s on his way.



Flick the light switch to the right of the bed, then check the large bookcase. You see a photograph of an Indian posing in front of an underground door. Around the left side of the bed, you find Alan Morton’s Diary.



Inspect the writing desk near the large mirror to find an Allen Wrench and a First Aid Kit.

The large mirror opens to reveal a hidden set of steps and a hidden duct. Descend two sets of damp mossy stairs, and you see a door and a weapon. Grab the Triple-Barreled Shotgun.






Head through the door and down the stairs. You appear in a long duct with a rusted door at one end. Pick up the First Aid Kit, then peer through the spyhole in the door.



Retreat back up the steps.

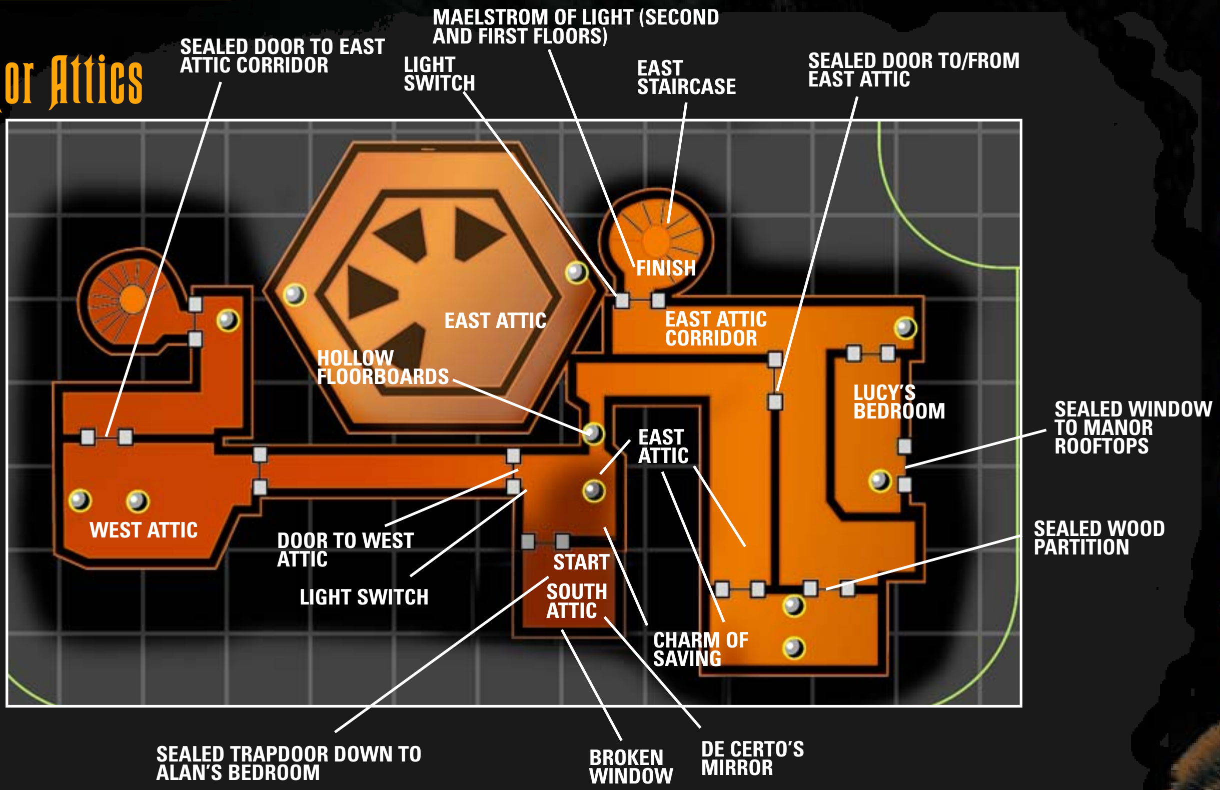


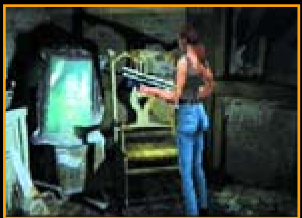
Almost at the secret door to the Bedroom, two more Ophtalmicides warp in. Either run through the door or shoot two Shotgun rounds into each Ophtalmicid.



When you enter the Bedroom, Carnby appears and says you need to find a safe hiding place. He helps you up and through a trapdoor in the ceiling.

Manor Attics






In the secret room, an image appears in a mirror in the southeast corner. The entity, the spirit of a gentleman called Judas De Certo, tells you that you can "speak to the mirrors." If you locate a similar-looking mirror that Edenshaw stole from De Certo, he'll raise the veil of your past. Switch the light on, search the room, and exit via the north door.





Enter the East Attic and check the floor near where you found a Charm of Saving to find another. Then run over the hollow-sounding floorboards, around the corner, and head for the east exit. As you step through, the door handle breaks, and the door seals behind you.

Off THE Beaten Path — A Shadow Fiend

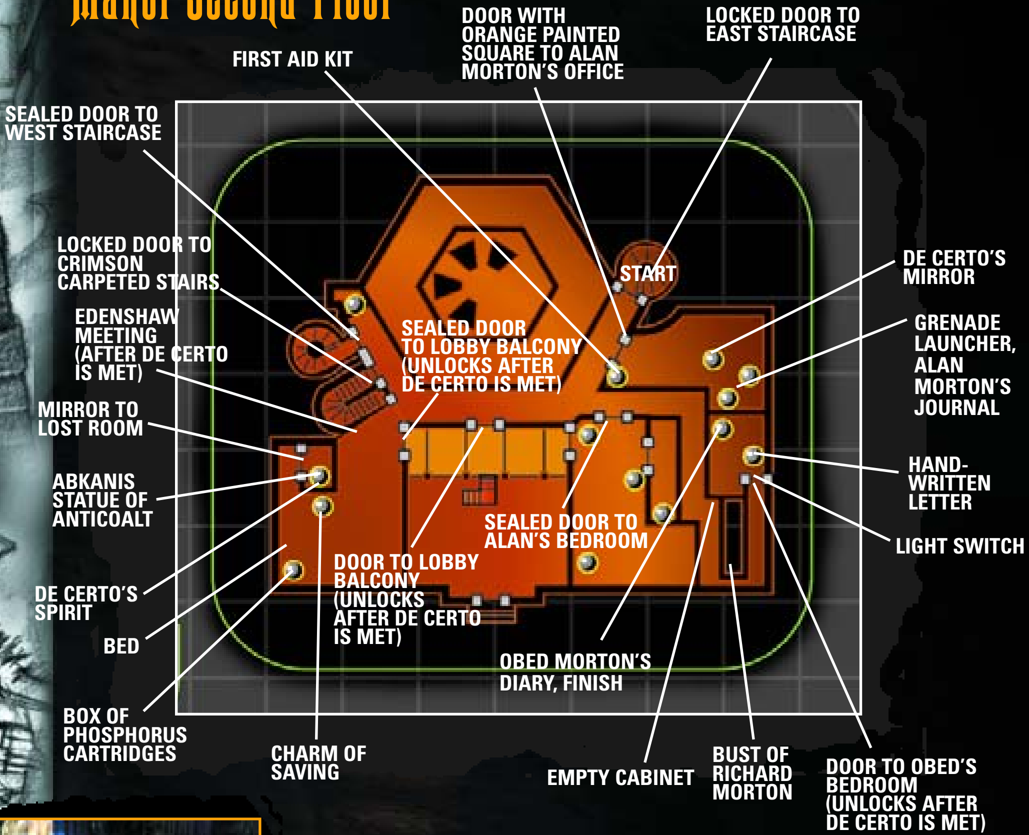


Optionally you can return to Lucy. Lucy says she "knows you met the ghost behind the mirror" and tells you to beware of its promises because it uses its powers for evil. Then Lucy dozes off. Invoke the Charm of Saving.



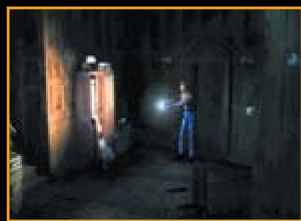
Descend the East Staircase and attempt to enter the Manor First Floor. A maelstrom of whirling blue light sucks you into a void and deposits you in a dark corridor! The same vortex appears should you try the Second Floor door.

Manor Second Floor

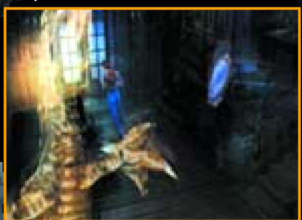




Stumbling forward, you notice a door—daubed with an orange square and line—on your left on the southeast wall of the Second Floor Corridor. Enter Alan Morton's Office.

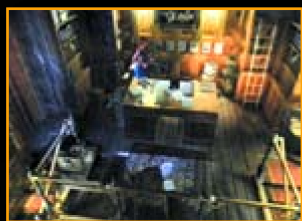


Flick the light switch to the right of the door. On the door's left are a First Aid Kit and an empty gun rack.



In the middle of the Office, spot a mirror matching the one De Certo appeared in. The image of a giant Phocomelus fills the room before dissipating. Grab the mirror.

Walk up a shallow stairwell to a large mahogany desk, inspect the underside, and discover a Grenade Launcher. On top of the desk is Alan Morton's Journal. Read it, inspect an old projector, use a Charm of Saving, and leave the Office with your Revolver drawn.

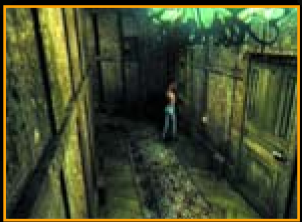




Venture a little farther down the corridor. Two Arachnocides drop from the ceiling and scuttle toward you. Plant a bullet into each of them.



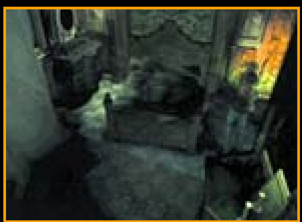
As you run east, five Arachnocides drop behind you and close in. Spot the light switch to the right of the door in the corridor's southwest corner, and choose this spot to plant bullets into the Arachnocides, aiming at the ground and the ceiling.



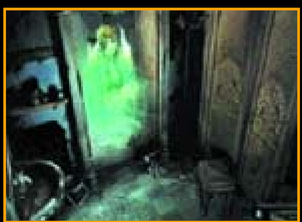
Almost all the doors in this corridor are sealed, except the one leading to Alan Morton's Office. While attempting to exit the corridor, you are captured in a vortex and returned to the corridor. Check the remaining unlocked door in the southwest.



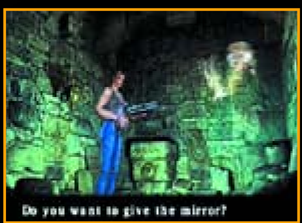
You're in the Matrimonial Chamber of the West Bedroom. Unlock a disguised door to the right of the entrance. When you attempt to walk through, you're caught in a vortex and land back at the disguised door.



Step under the ornate skylight and continue into the West Bedroom. Pocket a Charm from the cabinet and a Box of Phosphorus Cartridges from the dresser to the left of the bed, then move past a dividing screen.



As you round the corner, De Certo's ghost appears and beckons to you. Passing a broken sink, step *into* the mirror.

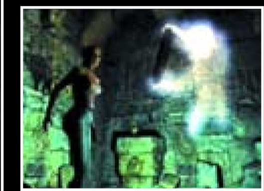


You enter the Lost Room. De Certo must have been imprisoned here, perhaps by Edenshaw. De Certo demands the mirror.




Raise the mirror above your head and smash it. De Certo shrieks and is sucked into demise. After both Carnby and Lucy warned you not to make deals with a devil, you weren't about to grant him your soul! You find an Abkanis Statue in the shape of a bison skull, then radio Carnby the good news.

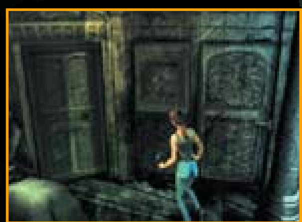
Off the Beaten Path — Devilish Dealings



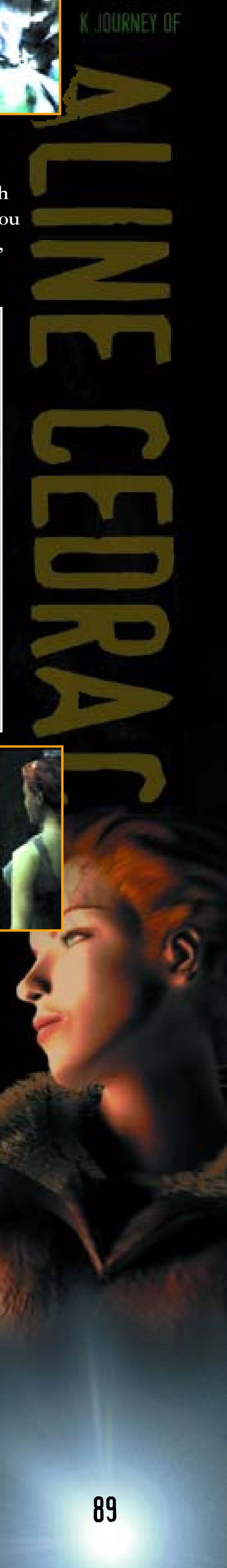

Should you give De Certo's mirror to him, he shows you the future—your imminent death! As De Certo's power grows, you collapse while he feeds off your soul.




As you walk to the West Bedroom exit, an old Indian with long white hair approaches. He introduces himself as Edenshaw, and tells you to go to Obed's Office to "find out more." Seven statues must be found, and Edenshaw must prevail. You agree to help and Edenshaw vanishes.



Radio Carnby, who is exploring the Attic, and inform him about Edenshaw. Resolve to look for the seven statues, and then choose an exit: either the secret door to the Manor Lobby or the exit to the Second Floor Corridor.





Head toward the Lobby, past the door, down a narrow south passage, then north to a door on the far east.

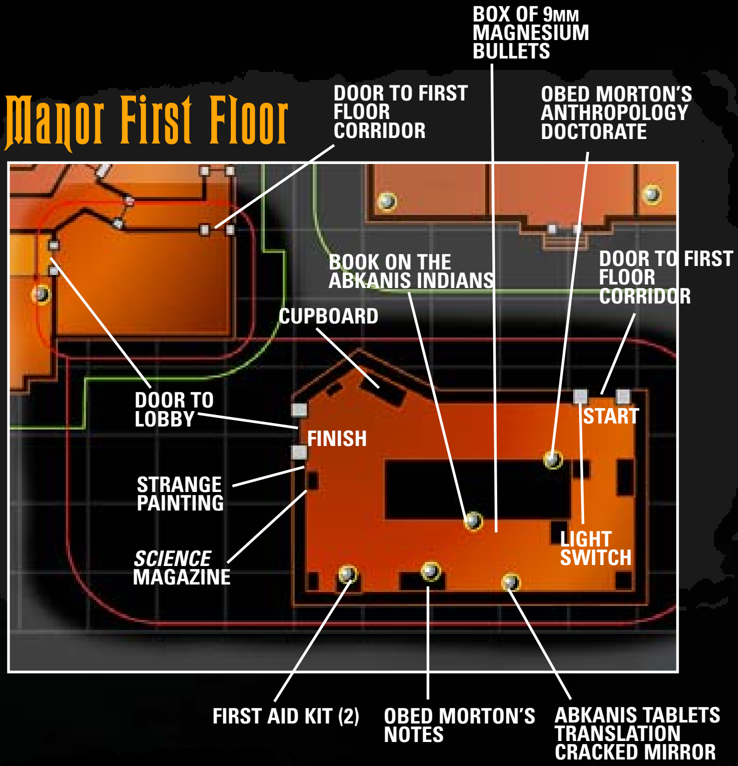


The room behind this door is Obed Morton's Bedroom. Hearing a Photosaurus, quickly flick the light switch to the right of the door. The beast dissipates into the shadows, leaving you free to explore.

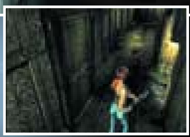
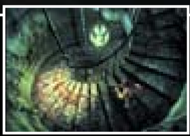
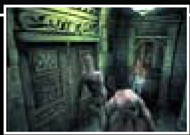
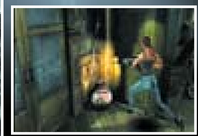
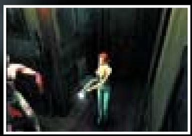


A picture of Champollion (decipherer of the Rosetta Stone) stands on the corner bookcase. Moving around the room, you discover Obed Morton's Diary on the dresser to the left of Obed's bed, and a hand-written letter on the desk to the left of the door.

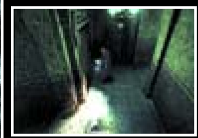
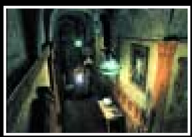
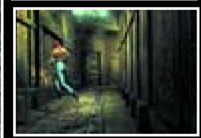
Manor First Floor



Tip

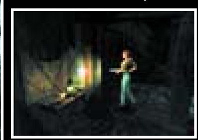
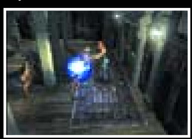
You have to locate Obed's Study on the first floor, and there are multiple paths. The easiest route is to take the northeast exit to the East Staircase, follow the steps down to the First Floor door, enter it, and prepare for vicious combat with Hybrids.


Once the Hybrids have eaten three Shotgun rounds each, exit to the Smoking Room (via the east door) or the First Floor Corridor (via the south door). The Smoking Room route is best.

If you exit to the First Floor Corridor, you meet two Ophtalmicides and must expend four Shotgun rounds to kill them. Turning east, you enter the Corridor to the south door and must face another two Hybrids to reach the Study door.

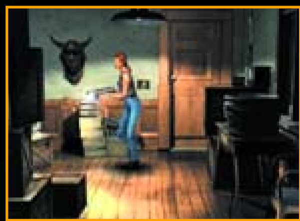
The other way to Obed's Study is via the Manor Lobby. From the secret door in the West Bedroom or the double doors in the Second Floor Corridor, enter the Lobby Balcony.

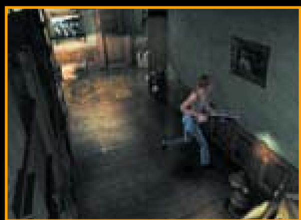
An Ophtalmicid roams usually on the First Floor, but it can climb the stairs. Dispose of it, enter the Lobby, run across to the kerosene lamp in the southwest corner, and switch on the lights.



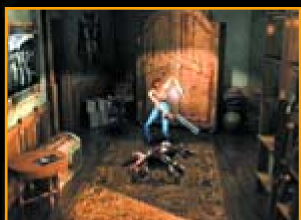
After a thorough inspection of the First Floor, you discover a mirrored door with a missing ornament near a green marble bust. A Box of Phosphorus Cartridges is hidden to the left of the fireplace near a chair. The nearby door (that leads to Obed's Study) is locked, and the only exit is the pair of double doors on the First Floor, leading to the First Floor Corridor and the two Ophtalmicides. From there, head east to a confrontation with the two Hybrids.




Arrive through the south door in Obed's Study. Switch on the lights. Check a bookcase on the right and examine an anthropology diploma from the University of Boston in the name of Obed Morton.

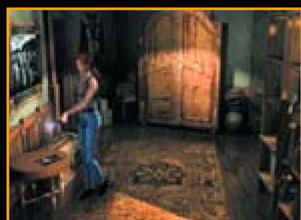


Farther down the north wall of the Study, you spy a photograph of Obed Morton as a child in front of a monumental stone door.



At the northwest corner of the Study, check a grand antique cupboard. Just as you close it, two Hounds of Tindalos attack. It takes three Shotgun rounds to down each one.

Unlock the door leading back to the Lobby (next to the fireplace). To the left of the door is the same issue of *Science* magazine that you perused in Lucy's Bedroom.







You notice a rather odd-looking painting. If the room is electrically illuminated, the painting shows a megalithic site—a series of standing stones (or "stelae") with a cylindrical object in the middle. However, if the only illumination comes from your Flashlight, the painting depicts a red-robed shaman.



Move to the room's southwest corner and inspect a table to the right of a window to uncover two First Aid Kits. Heal if necessary and wear a Charm of Saving before continuing.



Continuing to the area by Obed's desk, check a small bookcase near the window and uncover Obed Morton's personal notes. Then move to the main bookcase to remove a research book on Abkanis Indian History.



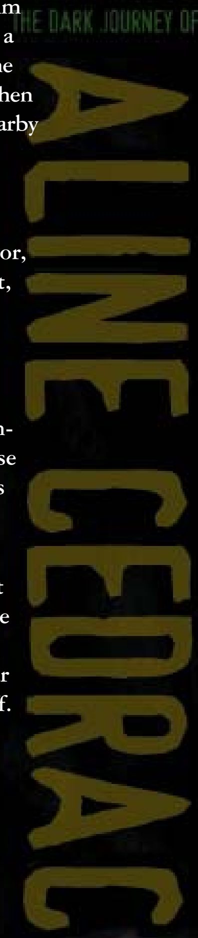
To the right of the bookshelf, find a Box of 9mm Magnesium Bullets on a round table. Inspect the large cracked mirror, then check the desk and nearby anthropological items.



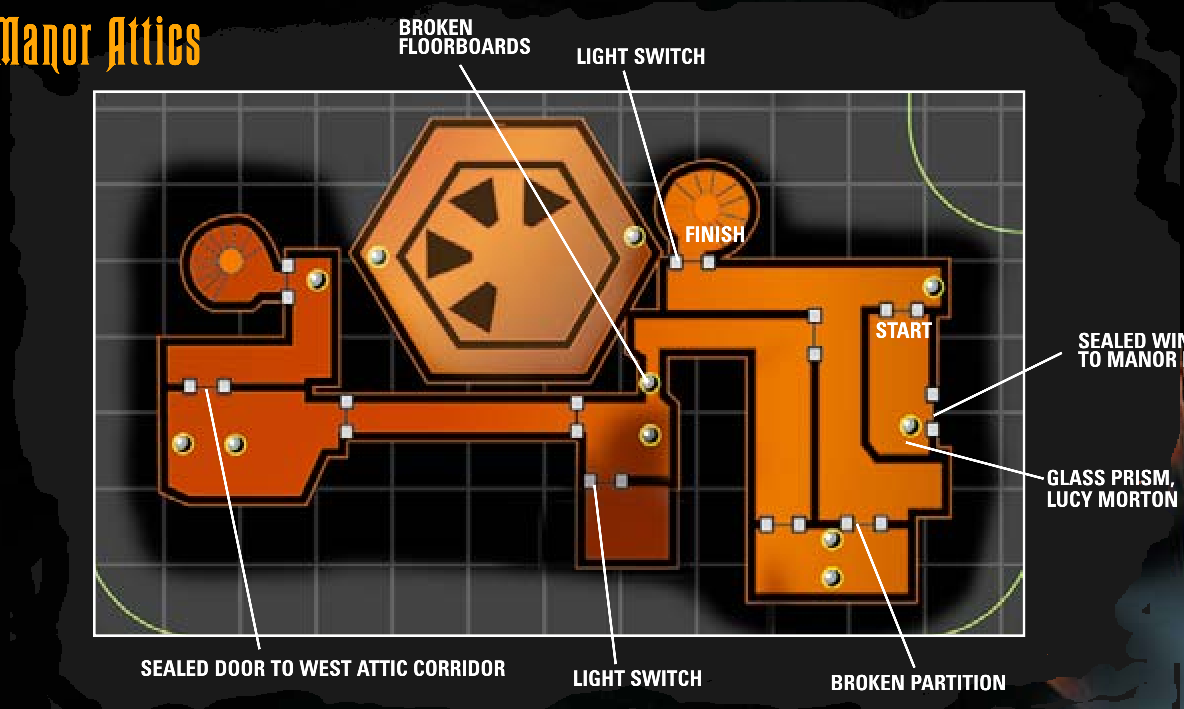
Move back to the mirror, aim your Revolver at it, and fire, cracking the glass. With one more shot the entire mirror shatters, revealing an object in a hidden compartment behind it. Use Magnesium Bullets and the Revolver because it takes four Shotgun blasts.



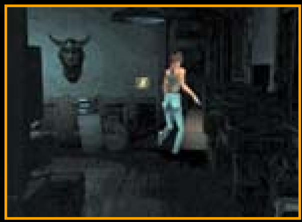
As you step to collect the hidden object, the lights blink out. Two Ophtalmicides appear and simply charge off. Take the book on translating Abkanis Tablets.



Manor Attics







Exit Obed's Study from either door and you automatically appear in Lucy's Bedroom.

Lucy Morton rants before handing over a Glass Prism and falling back asleep.



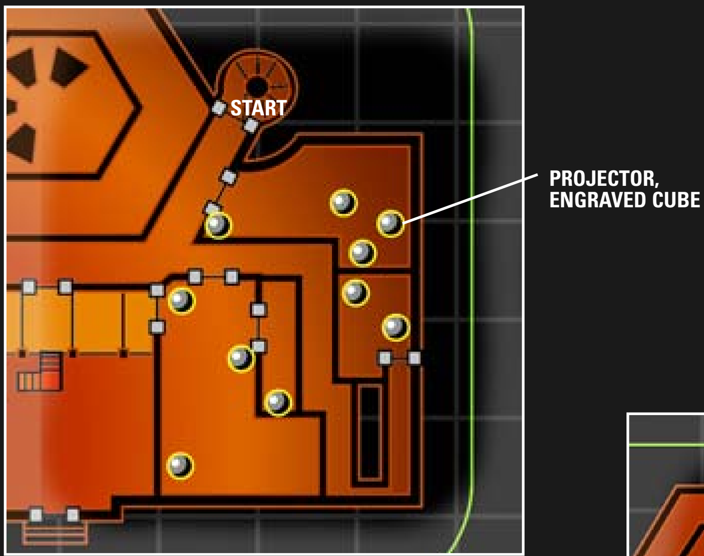


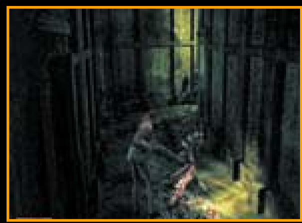
Once Lucy has finished her rant, explore the Attic. A wall in the southeast has been broken through (possibly by a Crowbar), and a piece of hollow flooring in the East Attic has been removed.

Return to the East Attic and leave by the East Staircase. Pondering where the Prism could be used, remember the projector in Alan's Office, and head for the Second Floor.

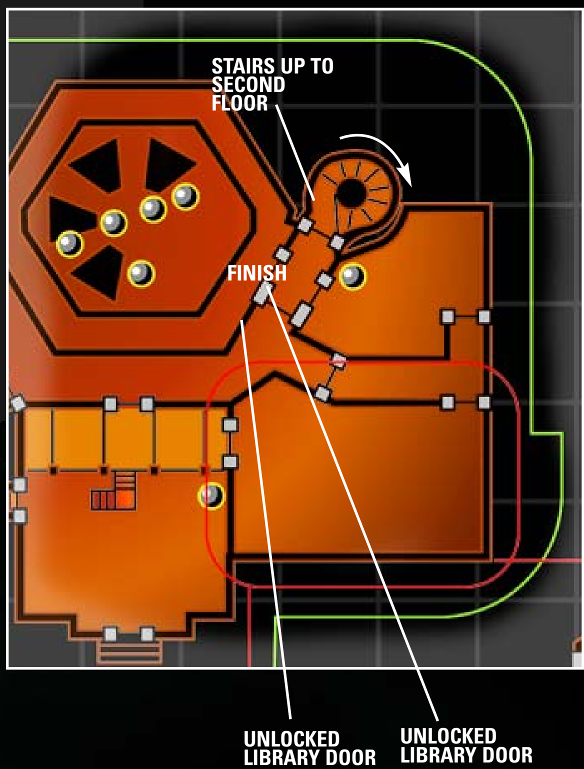


Manor Second Floor



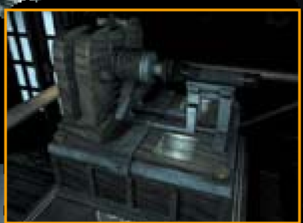


As you enter via the East Staircase, fire a couple of Shotgun rounds into two lurking Ophtalmicids. Then move quickly to the door with the painted orange square.

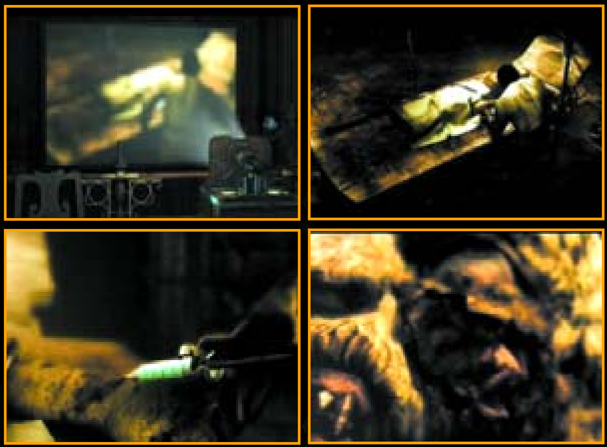




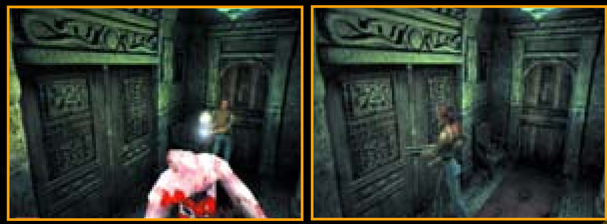
The lights remain on in this chamber, allowing you to quickly run up to the raised study area and inspect the strange machine equipped with a lens. Position the Prism inside the projector.



You need light, so unhook your Flashlight, and position it in the holder on the projector. Of course, to see the film, you must turn out the lights. Trot down to the switch, then back up to place the Flashlight again.



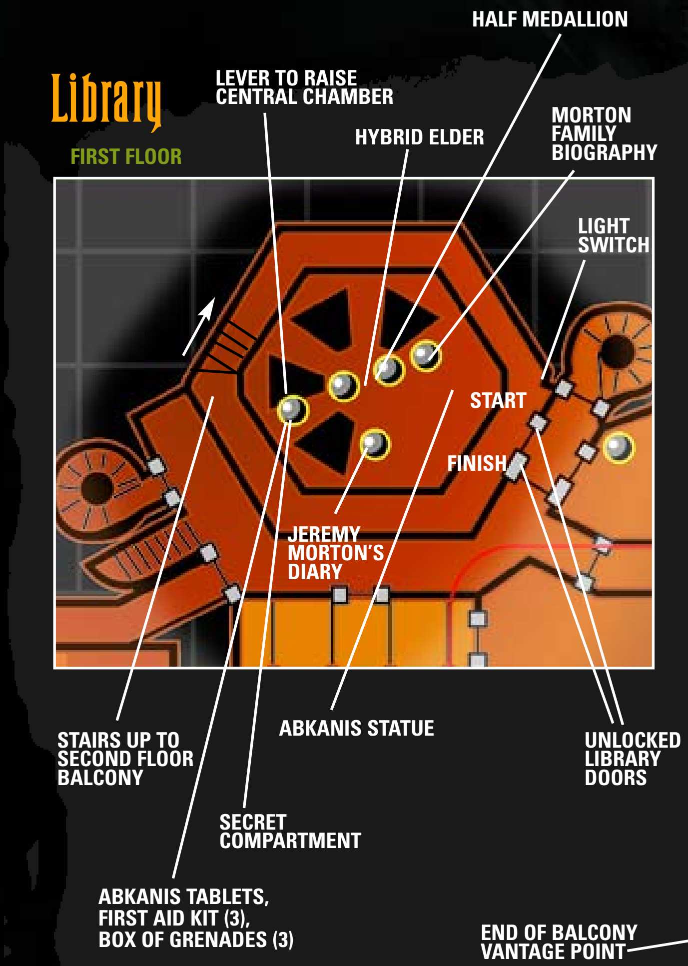
With the Flashlight in place, the makeshift projector flickers to life. Watch as Alan Morton rambles on about creating the ultimate hybrid of human and darkness. Then the film corrodes and melts. An Engraved Cube pops out of the projector.



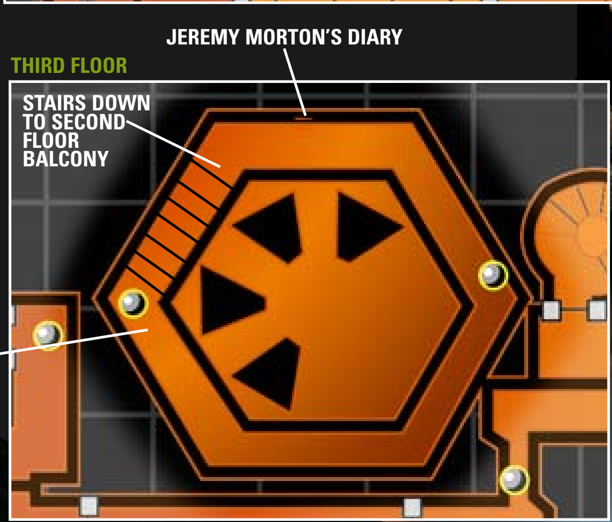
With Cube in hand, flee the Office, heading back to the East Staircase. Descend the steps, bolt into the enclosed First Floor Corridor, and deal with the two Hybrids. The Library door is unlocked.

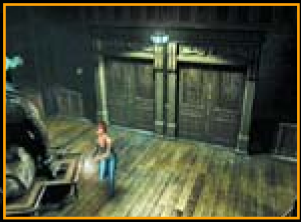


Library









Stride into the Library. Call Carnby, telling him about the Cube. He tells you to trust your intuition. Spot the lights to the left of the doors and switch them on.



Move to the central area to find Jeremy Morton's Diary. Across from this book is a lectern with the complete Morton Family Biography. Near that is a statue.



Examine the Engraved Cube. Note that it says 1991. When the Cube is viewed at a certain angle, it looks like the Library itself from above



Scale the Library steps to find a better vantage point to complete this puzzle. You spot an opened secret door in a bookcase just before the second set of steps. Enter the Secret Chamber, and find three Phosphorus Cartridges.

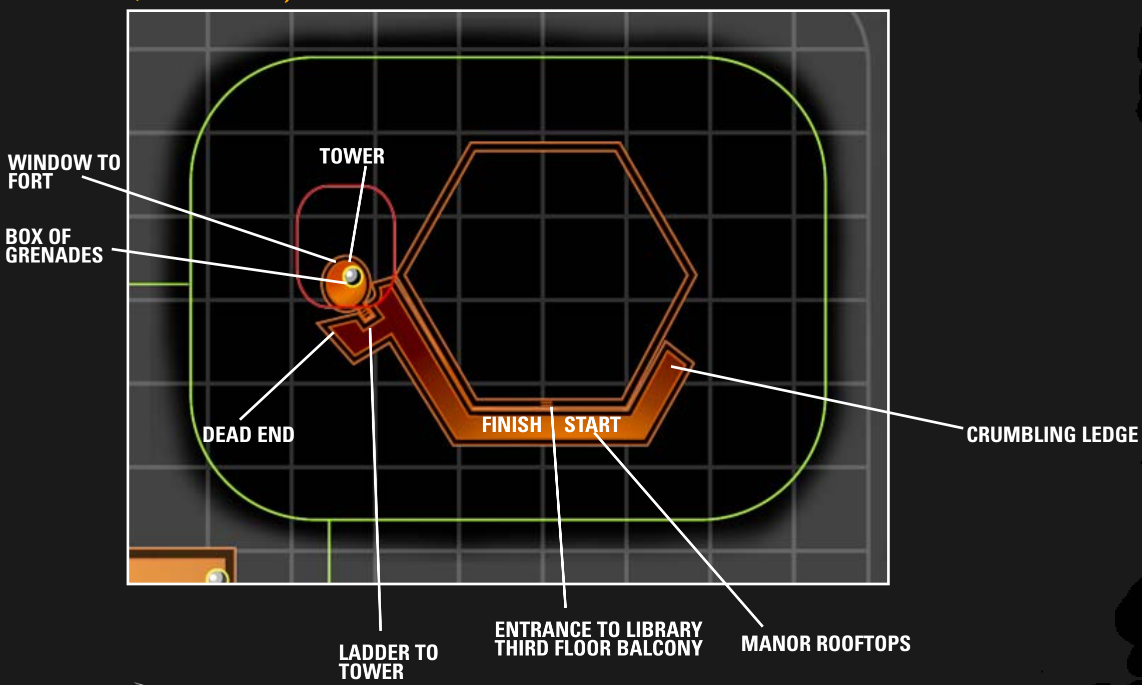






Run all the way to the top floor of the Library, pass a white ladder, and jog to the far end where you can peer over and see the entire Library. The four massive bookshelves, hexagonal plated middle, and ancient Abkanis statue are all visible. Comparing the Cube map to your view, notice that the white cross on the Cube corresponds to the south side of the western bookshelf.

Manor Rooftops








Climb the white ladder, arriving on the roof, and head for the Tower. Poke around in the litter to find a Box of Grenades, then return to the Library. This detour isn't part of the puzzle, but your weapon inventory is now well-stocked.

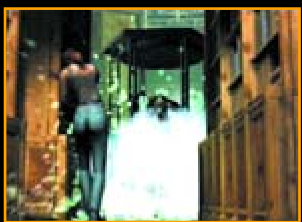
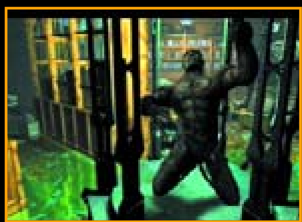


Head back down to the ground, running into the central area of the Library and to the south shelves of the western bookcase.




Look at a mechanism in the bookcase and find four books, each with a number on its spine. Move the numbers to read "1, 9, 9, 1" (the year on the Engraved Cube), and the bookcase opens to reveal a secret cubbyhole. Inside are the Abkanis Tablets! In addition, you find three First Aid Kits, three Boxes of Grenades, and a metal lever. Use the Charm of Saving, then pull the lever.



The central hexagonal chamber rises up. It contains a human shape submerged in Formalin! The creature wakes up, and the glass cracks and then explodes, spilling the Formalin across the floor. The beast, a mutated human with glowing red eyes and serrated talons, glares at you with a glimmer of a smile. Meet Howard Morton—Obed and Alan's father!



This Hybrid Elder is extremely strong, limber, and quick on his feet, bringing his talons to bear in an immense and damaging up-swing. If you take more than a couple of these mauls, you'll need medical attention.



Howard is also invulnerable when he's about to strike you, and even Grenades are useless when he's bringing his inhuman forearms to bear. However, he is vulnerable to damage from your Shotgun or Grenade Launcher just after he swings.




Tip

Equip your favored weapon, wait until Howard the Hybrid starts to swing an arm your way, and run out of its range. Then, spin around, planting either grenades or buckshot into the beast until he staggers. The creature drops to the ground in a pool of blood after 7 grenades or 15 shotgun rounds have wounded him.

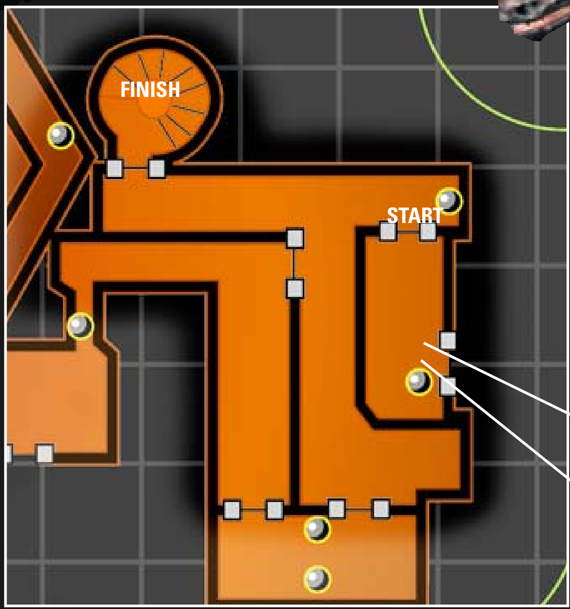


Move to the hexagonal chamber Howard was kept in. A Half Medallion lies at the bottom. The key to the Medallion must lie with Lucy Morton.





Manor Attics

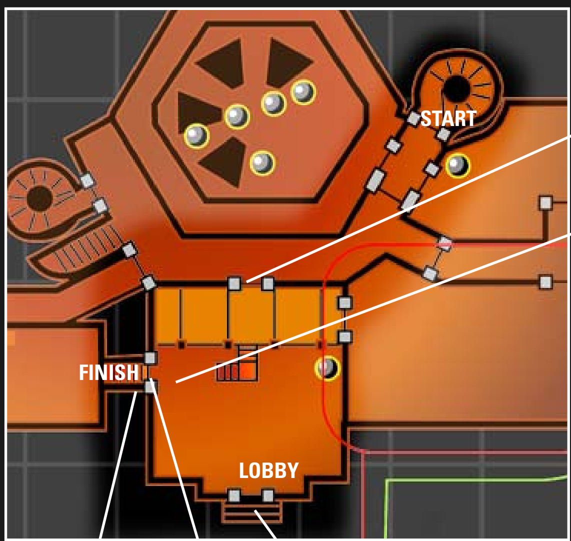






Appear once more in Lucy's Bedroom for a final conversation with Lucy Morton. After sharing more ramblings, Lucy gives you another Half Medallion. You have a vision of Howard rising from the dead.

Manor First Floor





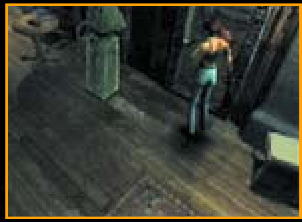
Head back to the East Staircase and descend. As you near the First Floor, a terrible roar echoes: Howard is on the prowl. Opening the door to the small First Floor Corridor, attack the two waiting Hybrids with the Shotgun.



Stepping into the main First Floor Corridor, you are attacked by two Ophtalmicides; respond with two rounds of Shotgun pellets.



In the Lobby, head west and battle another Ophtalmicid. Then turn your attention to the mirrored door on the west wall near the marble bust. It's missing an ornament.

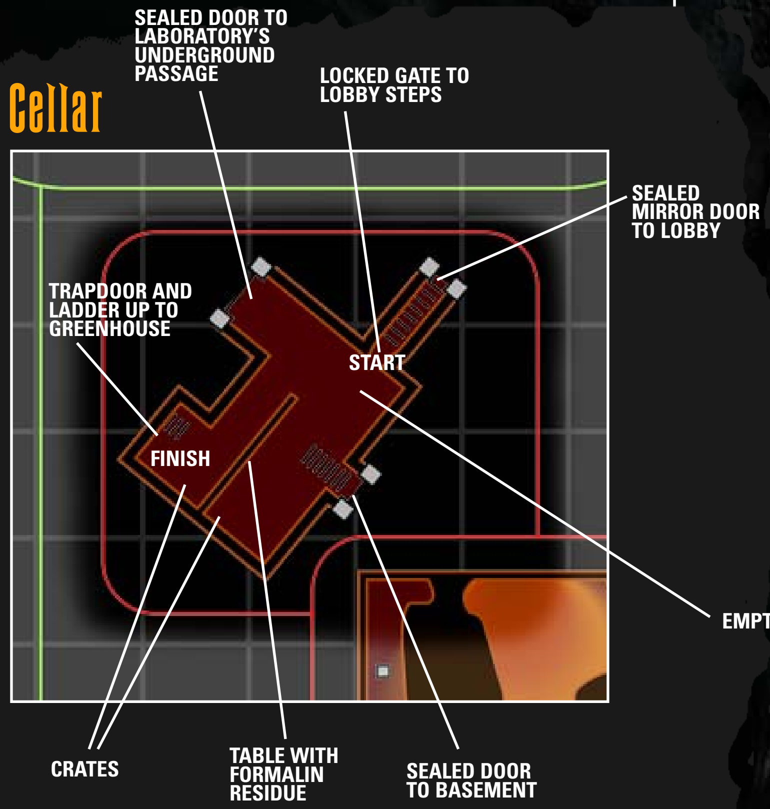


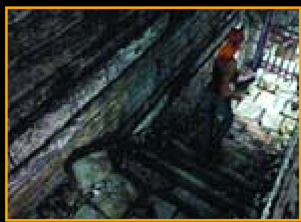
Just as you're about to put the medallion together, Carnby radios in. He has spotted Obed Morton in a cell in the Fort to the north.



Joining the medallion pieces reveals a bronze sun. Standing in the middle of the mirrored door, place the medallion in the ornamental hole, and try the handle. The door opens, and you step through into the Manor's Cellar, hoping Howard isn't lurking in the darkness.

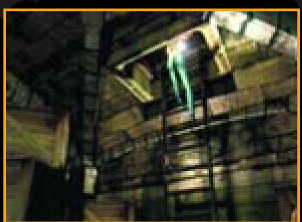
Cellar







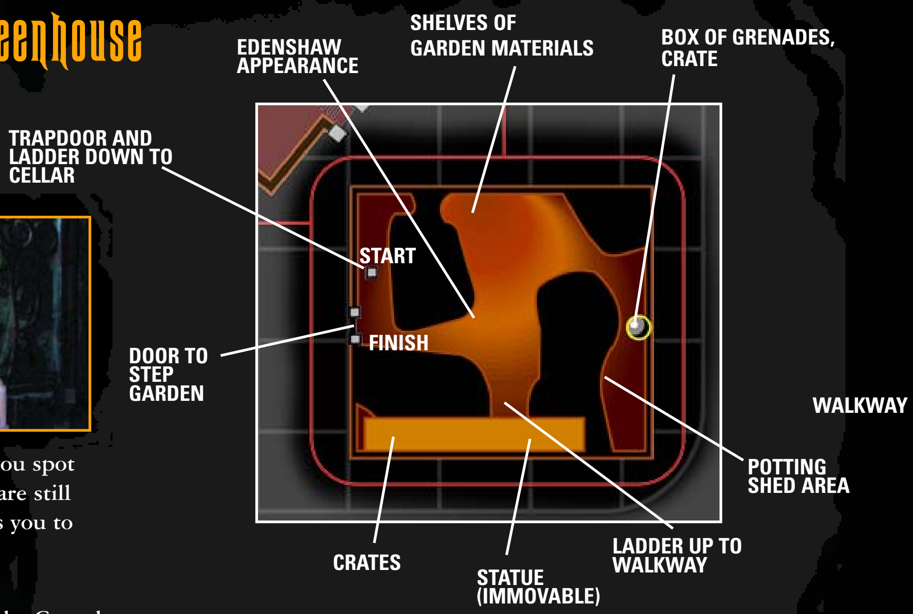
Head down the steps, open a barred door, and enter the Cellar. After inspecting an empty casket that you feel strangely drawn to, check the doors. All are sealed.



Passing crates from the Boston University of Astronomy, you reach an iron ladder leading to an open trapdoor. Climb the ladder and use the Allen Wrench to unlock the trapdoor.

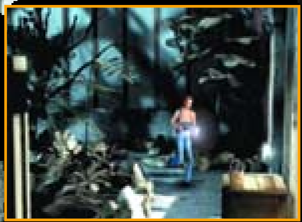


Greenhouse



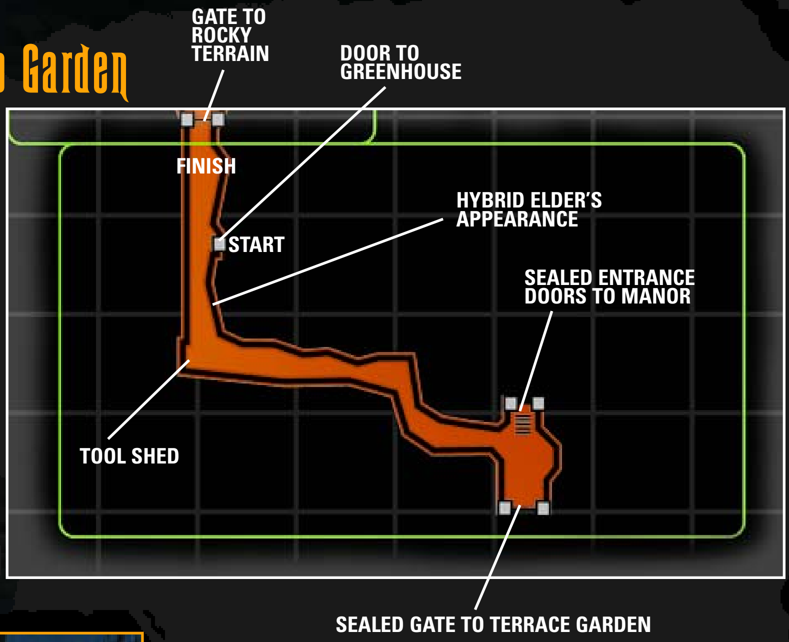



As you emerge from the Cellar ladder, you spot Edenshaw. He tells you that six statues are still missing, and time is short. Then he tells you to go to the Fort.



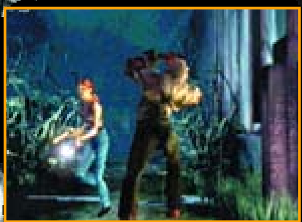
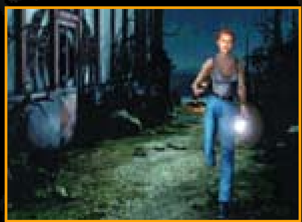
Before you leave the Greenhouse, rummage around and find a Box of Grenades in the eastern area near the potting shed. Exit via the battered door near the trapdoor.

Step Garden



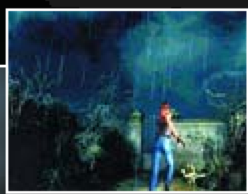


You enter the Step Garden—the perimeter path around the Greenhouse, Mansion, and East Garden, and a route to the north of the island and the Morton Cemetery. Howard spots you and breaks out of the Greenhouse!

Run north, away from the Tool Shed. If you run south, you have to pass Howard and risk a mangling. There's no point in running to the Manor entrance or East Garden gate—there are no items, and both exits are locked. Instead, head past the Greenhouse to a narrow gate.

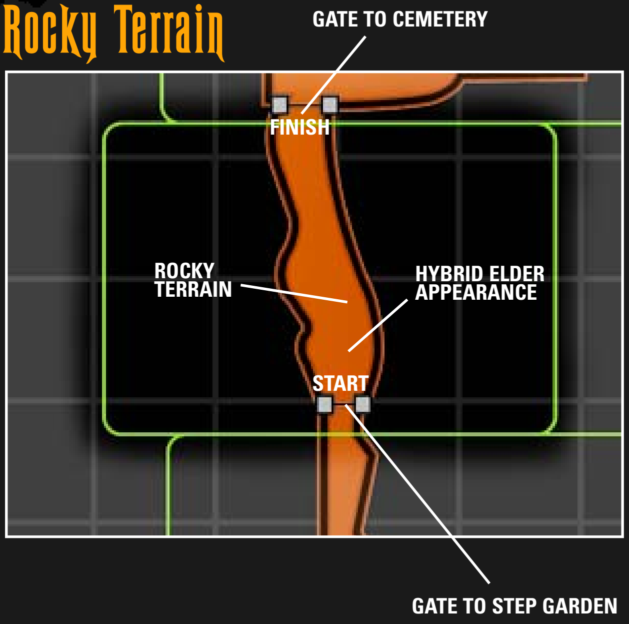
Note




You can stand and fight Howard, pumping another 15 Shotgun rounds or 7 Grenades into his mutated hide just after he swings his claws. Once this occurs, Howard drops and lies prone, and you can escape to a gate leading to Rocky Terrain. Alas, when you arrive, Howard rises and continues his relentless pursuit. You might as well just keep running from Howard until you reach the Cemetery.

Aline Cedrac's Dark Journey

Rocky Terrain



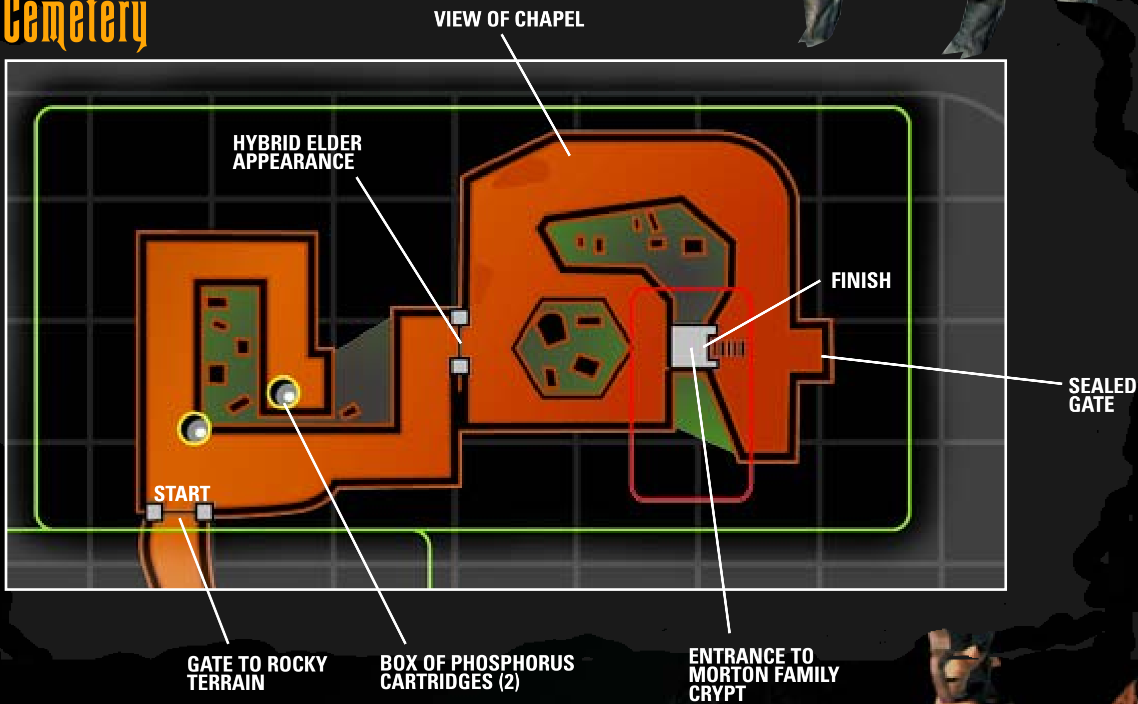


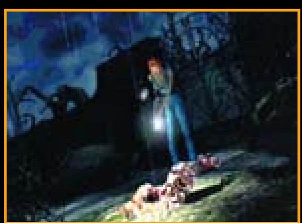


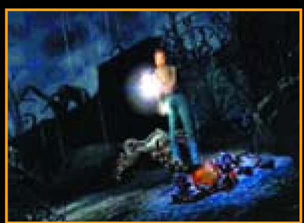
The Hybrid Elder leaps into the fray as soon as you wander into this area, whether you downed him before or not. The rough topography of this blackened path makes running without hitting something a chore, especially with a hulking Hybrid stalking you. Guided by your Flashlight, reach a rusting gate and wrestle it open.



Cemetery





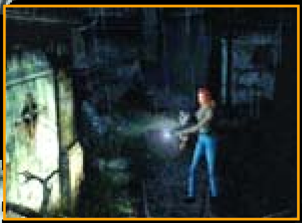


As soon as you pass through the Cemetery doors, an emaciated Hound of Tindalos hurtles toward you; you have only milliseconds to bring a fully loaded Shotgun to bear. As you blast this dog, another charges in from the east. Blast the second beast while the other picks itself off the ground. Reload instantly and finish the two Hounds.





Investigate the narrow path to the north, skirting the Cemetery's western perimeter. As you round the corner, another Hound of Tindalos appears. Stand firm and unload three Shotgun rounds into it.



Continuing around the corner to the east, head south for 20 feet, down a narrow path between crypts. At the end of the path, you discover two Boxes of Cartridges.



Heading back to the Cemetery entrance, move past the gate and down a path. Turning a corner, head north to a large stone archway to the east.



Howard reappears and charges. Back up into a wider area and come up with a battle plan.



The main route out of the Cemetery is to the north, although a path winds around an island of tombs.



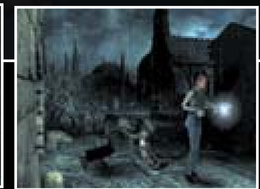
Head north, then turn and run east, passing a dark Chapel to your left. This is where the Morton family prayed, which explains its disrepair. Turn south and look for an exit.



A gate is to the east, but it is covered with tangled vines and bushes and cannot be reached. The end of the path contains nothing but tombs. Opposite the gate, you spot the Morton family crypt. The dark entrance beckons…

Tip



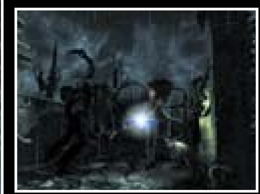


Howard appears here whether you dropped him earlier or not, so it's more cunning to run from Howard to this point, and then face him.





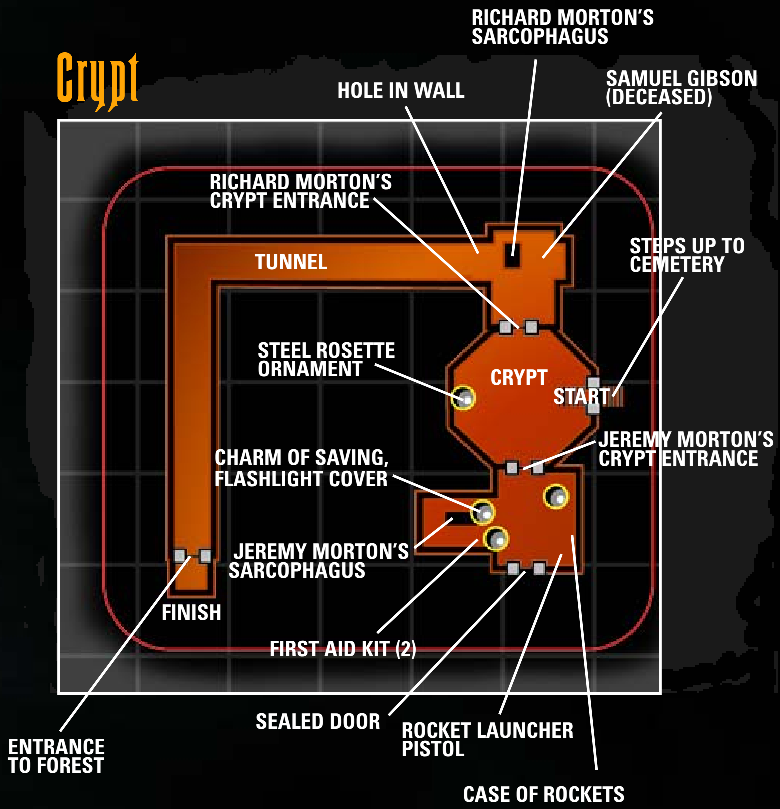
First of all, eradicate the three Hounds of Tindalos before this point, as Howard is more than enough to handle. You can optionally run about the main Cemetery area trying to locate an exit with Howard on your tail (and if you expect Howard to appear at the stone archway, you can run right past him), but this can lead to some vicious mauling and wasted ammunition—not to mention needless panicked running.





Instead, equip your Grenade Launcher and seek a large area to face him in. Dart around Howard's lurching swing, plant three grenades into him, and retreat, repeating the plan until Howard drops. Surely that's the last you'll see of this otherworldly fiend?

Crypt





Descend a set of narrow steps into an octagonal chamber lit by a single flickering torch.



Moving counterclockwise around the tomb, you first spot the tomb of Archibald Morton. It is completely sealed.



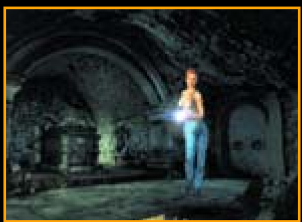
Next train your Flashlight on a stone slab marked with Richard Morton's name. It too is sealed.



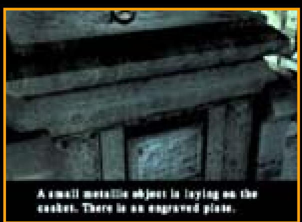
Carefully navigate around a pile of bricks to find a strange Rosette Ornament, a square piece of steel with an X-shaped cross of metal through it and 13 gems sparkling in it. The gem in the bottom left sparkles green.

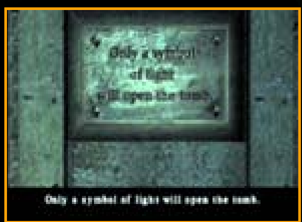


The tombstone to the right of the entrance doesn't bear a name, so inspect the slab with the name "Jeremy Morton" carved into it. It slides open, revealing the final resting place of Obed's grandfather. Step into Jeremy's Crypt.



As the slab closes behind you, walk forward, noticing a weapon and a box of flares in the chamber's southwest corner. Pick up the Rocket Launcher Pistol and Case of Rockets. Inspect another stone in the west wall, but it is tightly sealed.





Step to the west to secure two First Aid Kits and notice an item on the top of the sarcophagus. Take the Charm of Saving. There's a small metallic object on the casket and an engraved plate on the tomb. It reads "Only a symbol of light will open the tomb." Then, pick up the Metal Flashlight Cover.

Simulacra Corner

Making a Grave Face



Shining a light onto the arched tombstone reveals a white marble slab with two round iron handles, but turn the Flashlight off and the handles become eyes, the staining below becomes a nose, and the arched top becomes a giant forehead.



Exit Jeremy Morton's Crypt and head back to the Rosette Ornament, pondering the message on Jeremy's tomb. Place the Cover onto the Flashlight, creating a focused beam of light.





Standing at the ornament, begin at the bottom-left corner, and trace a path along the metal struts, lighting up the crystals with a green glow. At the top-left part of the ornament, when you shine the beam onto the crystal in the top-middle, all the lights fail. Figure out the puzzle—and trace the letter "M" in the crystals. Richard Morton's tomb unlocks. Remove the Flashlight Cover and enter this crypt.



Photosauri screeches fill the dank air as you step forward into Richard Morton's Crypt. Petrified remains of a human are still chained to Richard's casket! Reading a hand-scrawled inscription, you discover one of Richard's hideous secrets.



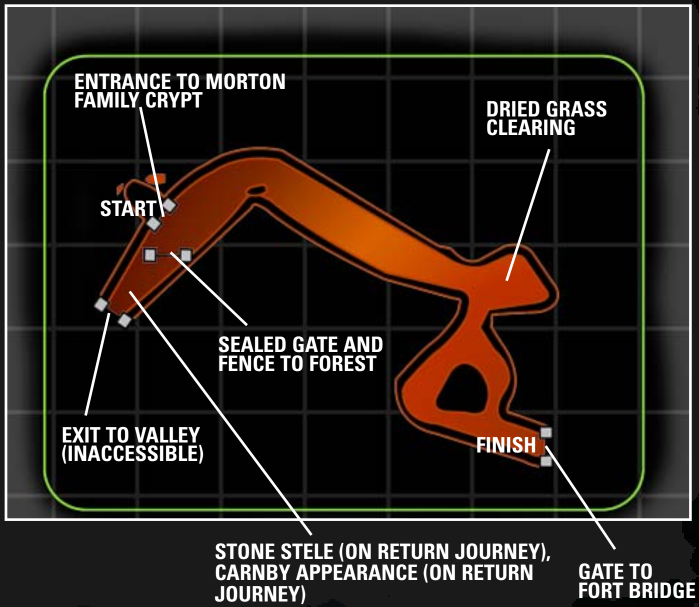


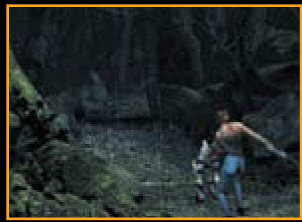




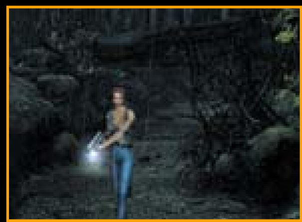
Don't miss the large opening near Richard's tomb. Behind lie two Photosauri. Use the Flashlight to force the creatures back (instead of wasting four rockets), then run down a long, narrow L-shaped tunnel. Emerging in open scrubland dotted with diseased trees, descend the rocky outcrop.

Forest





You land on soft leafy ground in the island's Forest. You can't open the long rusting fence and gate. Move back and head along the wide path, encountering a Hound of Tindalos almost immediately.

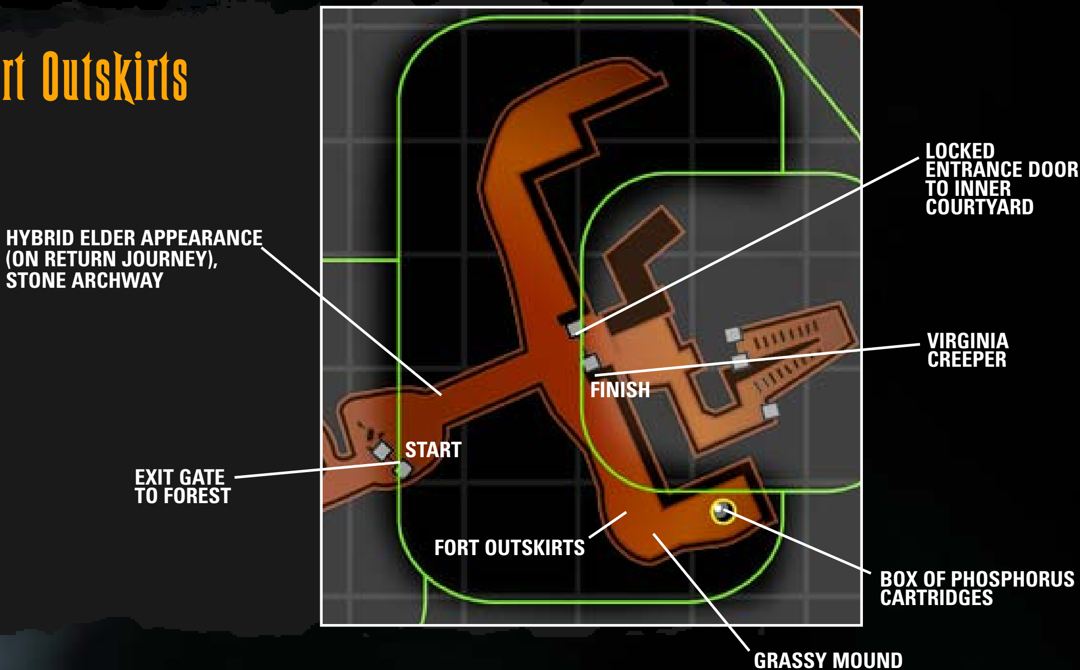


Continue along the Forest path, ignoring the wind and beating rain. Passing under a fallen tree trunk, you eventually come across a clearing of dying grass.



Inspect your map and notice a narrow path to your right. Continue until you reach a fork in the road. As twigs crunch underfoot, turn and take the left branching path, although either route takes you to a rotting wooden gate. Slip through the gate and exit the Forest.

Fort Outskirts

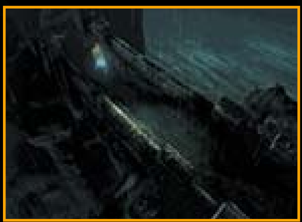




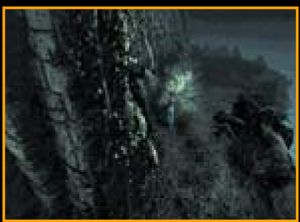
Save your game, then step slowly forward, moving past a tangle of vines and small ferns to a large stone archway. This is the entrance to the infamous Fort of Shadow Island.







Note a main fortified area and a taller tower structure. Then, carefully cross the narrow footbridge and arrive at the Fort's outer area.

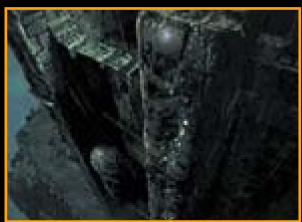


The giant Fort door is firmly locked. Move back, run around to the right, and continue up a rocky path onto a small grassy mound. Just as you can go no farther, you notice a Box of Cartridges.



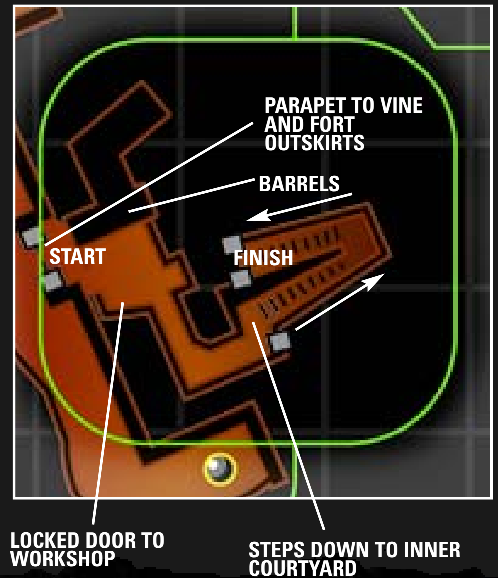
Jog back and around to the other side of the Fort, and continue around to the left side. You don't find any more items, so return to the vine to the right of the Fort door.

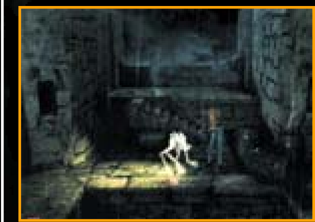




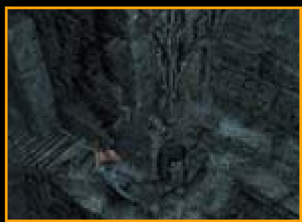
The vines are Virginia creeper—able to support your weight. You can climb to the top. Carefully grab the vine and move up the wall, continuing for 50 feet or so until you clamber up and onto the South Rampart.

South Rampart





Take in the view, then descend the steps to inspect a number of decayed wooden barrels blocking your path to the west. As you turn around, an Ophtalmicid arrives. Rip three Shotgun rounds into it.



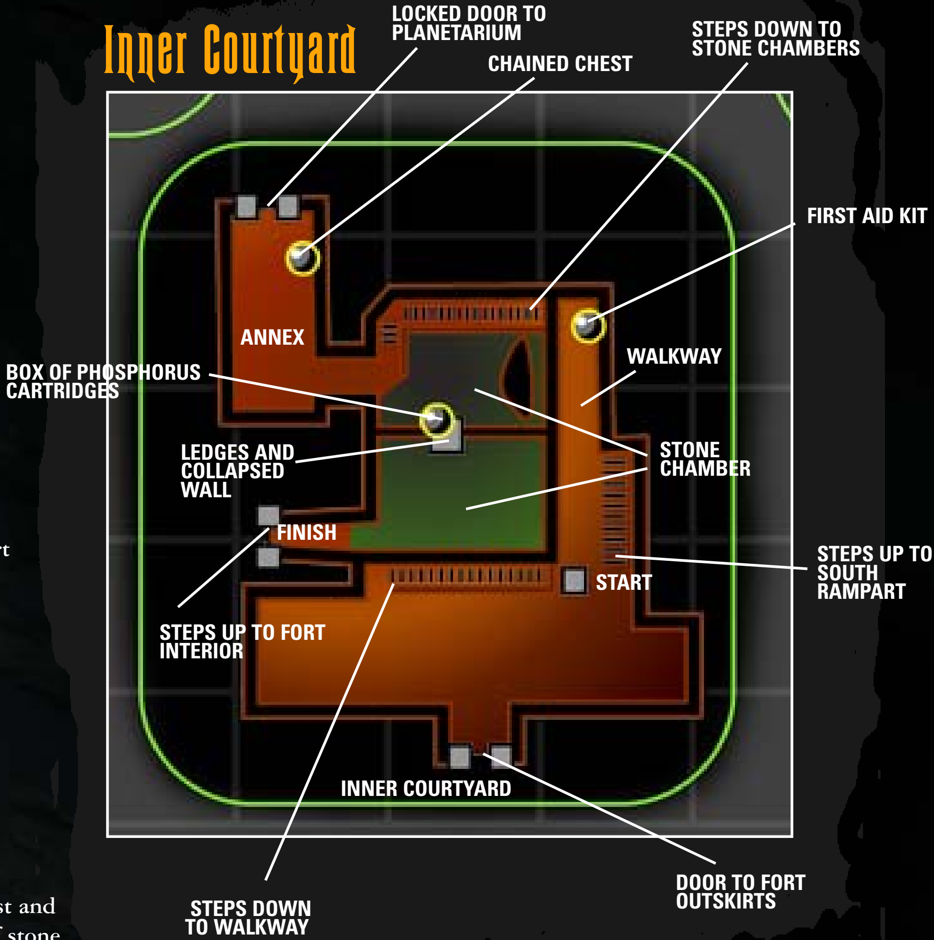
Head to your left, eastward along the South Rampart to a narrow ledge leading north. At the end of this short parapet is a locked wooden door. Head around the Tower.



Carefully negotiate a long set of steps. When you reach a small landing, turn and continue down the second flight of stone stairs to reach the Fort's Inner Courtyard.



Inner Courtyard

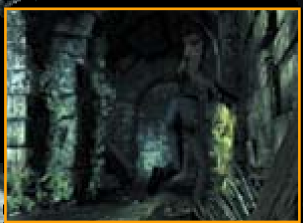




Move south to the main Fort door and unlock it.



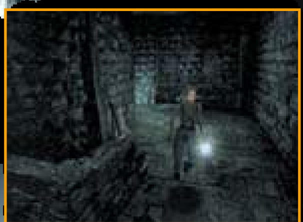
Next, move to the northwest and locate a moss-lined flight of stone steps descending deeper into the Fort itself. Equip your Shotgun and descend.



You're now out of the rain, walking underneath the South Rampart's last set of steps. Continue northward along the walkway until you round the corner, pausing to pick up a First Aid Kit.



Descend another set of steps from the walkway, and wander into a shadowy stone chamber with a stone archway to the north. A series of ledges on the west wall lead to a collapsed wall in the main fortification and another similar chamber. Check the north archway.



Enter the Annex, run around, and spot an ornate stone door, locked by forces unknown. A chest sits in a shallow alcove of stone, but that is also firmly locked.



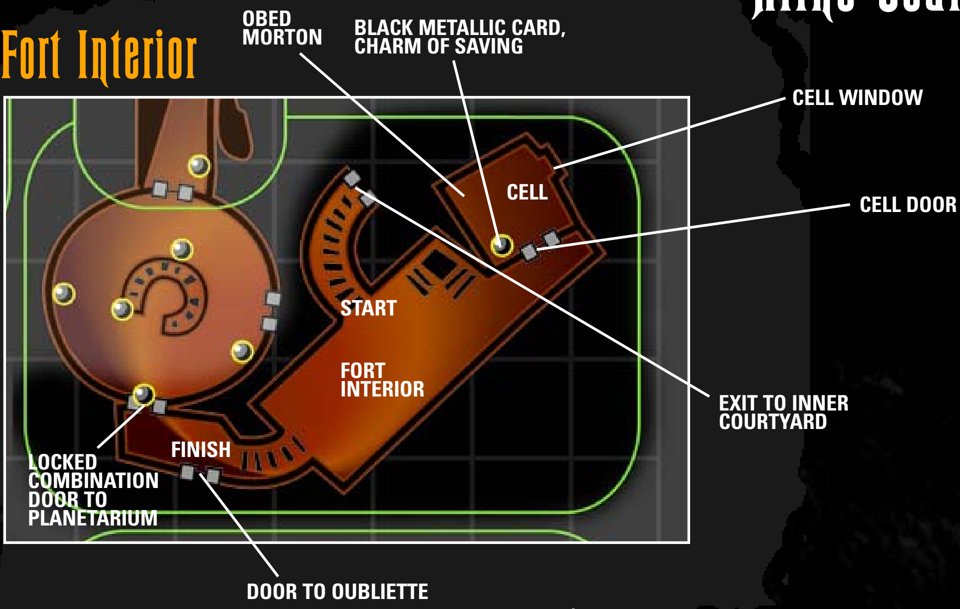
After checking the chest, radio Carnby and ask for help—he suggests finding bolt-cutters. Alas, the radio dies before you can find out whether he knows where any such implements are.





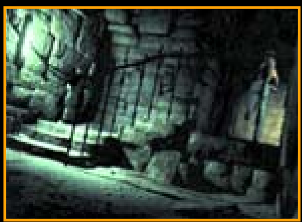
Exit to the stone chamber, turn to the west wall and leap onto the ledge then up onto the collapsed wall, collecting a Box of Phosphorus Cartridges. Then leap down onto a ledge in an adjacent stone chamber. Two Photosauri prowl the shadows, and their elongated tongues can scratch you from the ledge. Drop down to the ground, and run for steps to the north. Photosauri attempt to lick you as you climb to the Fort Interior.

Fort Interior





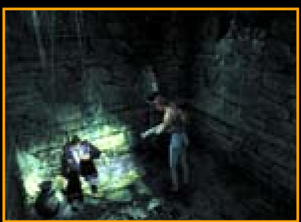
Move up into the cramped Fort Corridor connecting the Cells and Dungeon to the outside. You see and hear Hybrid activity, so wait in the entryway and equip your Shotgun. Blast the two Hybrids and step into the Corridor.



There are two sets of steps, one descending, the other ascending up and around to a Cell. Head up to the rusting Cell door. Turn the handle, unlock the door, and step into the Fort's Prison Cell and Torture Chamber.



The door scrapes open, and you face Obed Morton, who starts to babble. Obed is crazed, and he laughs at the mention of being a father, collapsing in a heap.



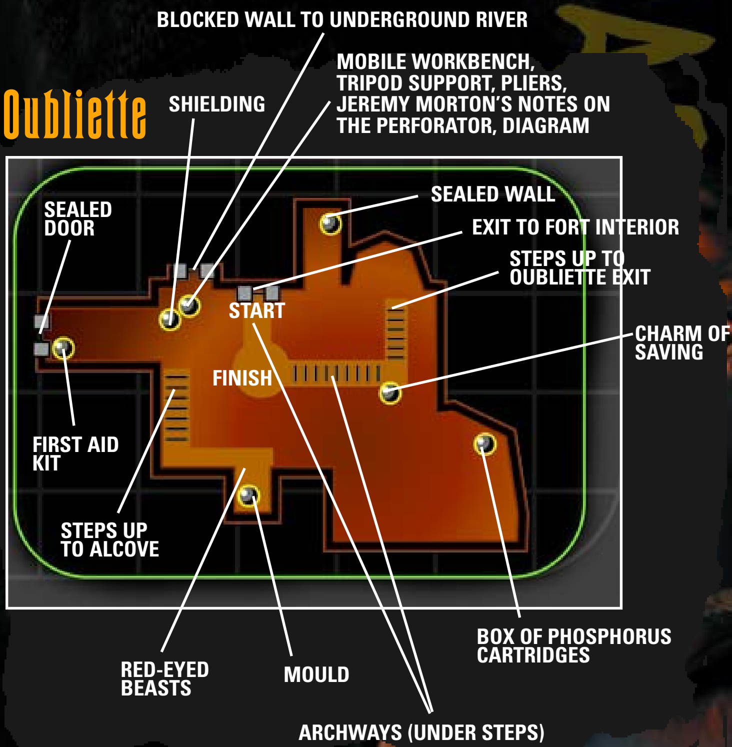


Inspect a corner of the Cell and find a strange Black Metallic Card and a Charm of Saving. Return to the Corridor and descend the short flight of steps, stopping dead in your tracks as Hybrids appear in a flash of lightning, only to disappear a second later.



There are two doors in this area: one at the far end of the passage and the other on the opposite wall near the steps. The far door is locked with a bizarre and intricate mechanism. The other, a steel stronghold entrance, leads to the Fort's Dungeon.

Oubliette






Step down to the central column of the Oubliette (or Dungeon) and notice an archway below filled with crimson-eyed creatures, just waiting to pounce on the unwary. Take the second flight of steps and head east, then north to the Oubliette floor.



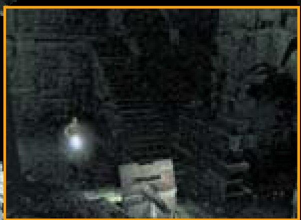
Now in the northeast part of the Oubliette, make your way clockwise around the gigantic chamber, inspect a collapsed archway to the north, then head south, to the right of the steps, and around to claim a Charm of Saving on the ground nearby.



Heading back to the east wall, continue south. Almost immediately you locate a tall archway leading to a large alcove in the Dungeon's southeast corner. At the first corner, stop to pick up a Box of Phosphorus Cartridges, then continue along the south wall.



Continue stumbling around in the dark, following the alcove passage all the way around until you exit. Now in the southern part of the Oubliette, continue, hugging the wall and looking for items as you go.




At the corner, your progress is stopped by a stone stairwell, so turn north and run toward an odd-looking contraption. It looks like the protective casing and armor plates for a World War II machinegun. This Mobile Workbench holds a number of objects—a Metallic Piece (a Tripod Support), some Wire Cutters, notes by Jeremy Morton, and blueprint Diagrams of an odd-looking weapon.



As soon as the Metallic Piece (or Tripod) is picked up, three Ophtalmicides teleport in. Back up and fire well-placed Shotgun rounds until the spindly fiends are shattered.



Move from the Mobile Workbench (which you notice is attached to a length of tubing) to a bricked up archway in the Oubliette's northeast corner. This Corridor connects the Dungeon to a subterranean passage to the Gate. Alas, the archway cannot be dismantled yet.



Now move into the longer passage to the left of the blocked archway and run to an old wooden door at the end. It cannot be opened, but a First Aid Kit is lying on the floor nearby.




The final area of exploration in the Oubliette is the stone staircase near the Mobile Workbench. Ascending the steps, head south, then turn east and hug the ledge heading for the archway. You're jumped by two Ophtalmicides—fight back with Shotgun shells.




Around the corner and into the archway, you spot an object glinting off your Flashlight beam. As you move to inspect it, another monster strikes. Pulverize the creature with buckshot and pick up a Mould.




You've finished surveying the dreaded Dungeon, so locate the main steps leading back to the Fort Corridor. As you open the Dungeon door, two Hybrids advance! It's hard to aim your Shotgun on the stairs, so wait for the Hybrids to shamble into the small recess near the two doors, then destroy them quickly and efficiently. After the attack, head outside, avoiding the Photosauri, clamber over the collapsed wall, and head toward the Annex.

Inner Courtyard to South Rampart



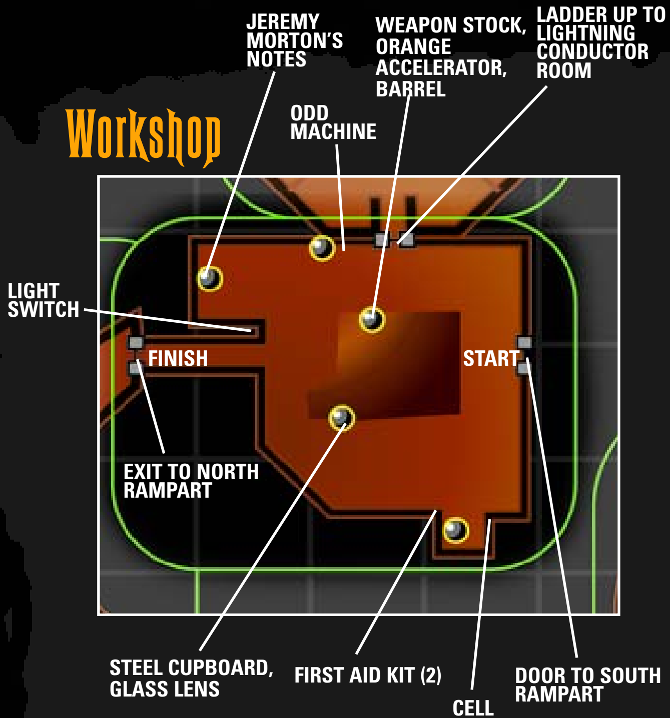


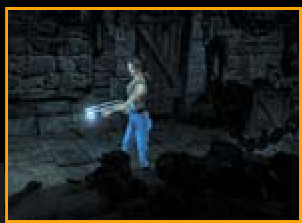
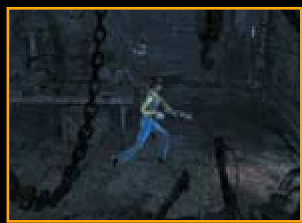
Once in the Annex, head to the chest you couldn't open before. Now armed with a pair of Pliers, break the chest's cables. Inside you discover a Large Ornate Rusty Key and a Steel Ingot.



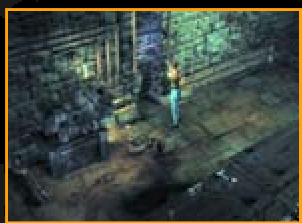
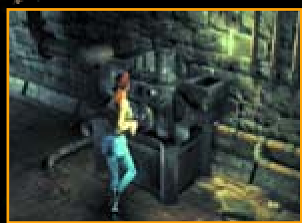
Take the alcoved walkway to the steps, go up the stairs and past the Fort's entrance, and then ascend the two flights of stone stairs to the South Rampart. At the wooden door to the Tower, use the Large Ornate Rusty Key to unlock the door.

Workshop

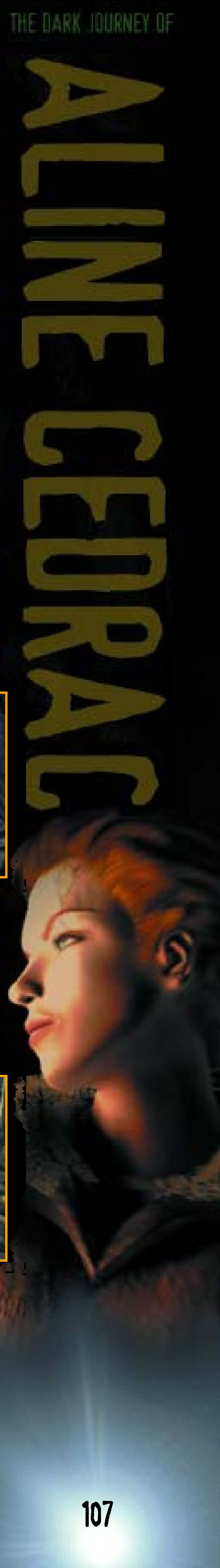


You emerge into a huge stone-walled Workshop, Jeremy Morton's home for much of his adult life. Amid the gloom are a number of objects, but first find the light switch. Move counterclockwise along a table laden with rusting tools, turn the corner, and spot something glistening on a table.

Run over to the table and pick up the Stock (or Butt) of a weapon, an Orange Accelerator, and the Barrel of a weapon. Inspect these objects in a moment, after checking the ladder on the opposite wall. It appears to ascend into the Tower itself, but secure the Workshop first. Left of the ladder is a strange machine, similar to the one you saw in the blueprints.





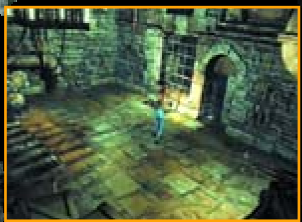
Continue around, leaving an alcove and spotting an exit to another part of the Fort's ramparts. To the right of the exit is a large lever. Pull it, and the Workshop lights flicker on.



Returning to the recess to the left of the strange machine, grab Jeremy Morton's notes. Sift through the text before continuing past the exit to the unexplored ramparts.

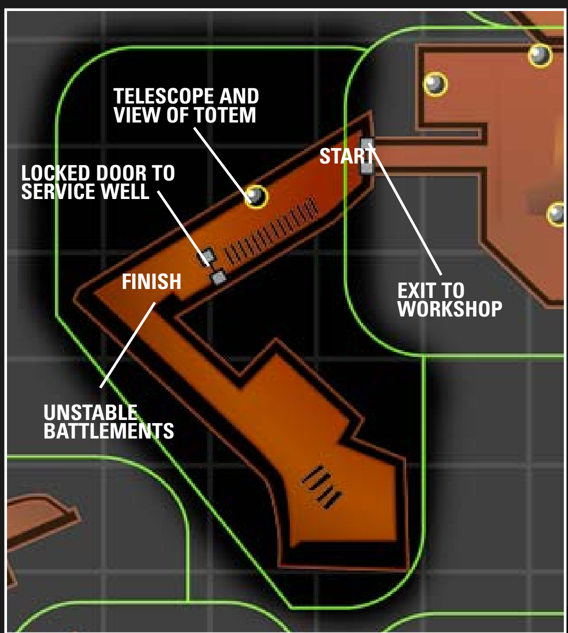


Farther around the Workshop, turn your attention to a steel cupboard draped in chains. Inside, you find a Glass Lens. Immediately after pocketing the object, you are savaged by two Hounds of Tindalos. Back up, and fire a salvo of rockets until they dissipate.



A final sweep of the Workshop reveals two First Aid Kits in a narrow arched alcove near a cage set into the wall and surrounded by luminous tube lighting. Farther around is a table of incomprehensible plans and the door leading back to the South Rampart. Head out the north entrance near the light switch.

North Rampart







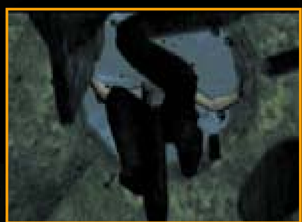


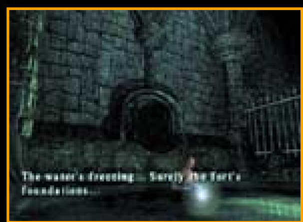
Run along the North Rampart and spot a set of steps heading down and a Telescope bolted onto a parapet. Head down the steps to find a locked door. While trekking back up, look through the Telescope, notice that the view is terribly blurred.





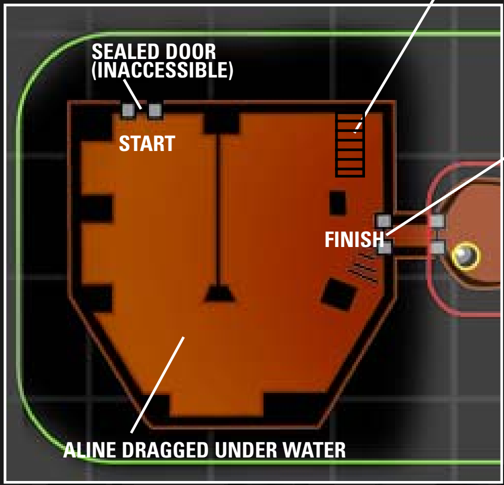
Produce the Glass Lens and affix it to the end of the Telescope, then peer through it again. This time, you immediately spot a massive Abkanis Indian Totem standing against the ocean. Magnifying the view, you make out a number of Abkanis hieroglyphs—make a mental note of them.





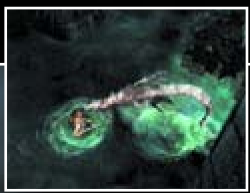
Leave the Telescope and set off along the North Rampart. When you step on a piece of loose stone, the entire corner gives way, and you hurtle down to the Fort's foundations. You recover from the fall, but you're now waist deep in freezing murky water.

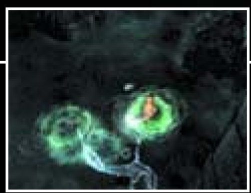
Underground Reservoir





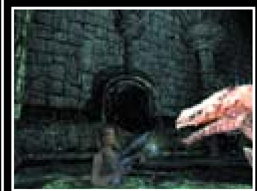
Wade through green, stagnant water, heading down through a large vat of water in a U-shaped Reservoir. Quickly equip and load your Grenade Launcher before you're dragged underwater by an unseen horror.

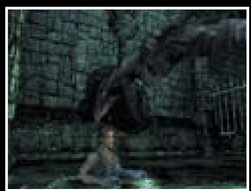




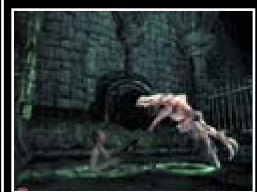
Tip

You previously encountered a lesser form of this beast in Lucy's Bedroom. Hug the interior or eastern side of the Reservoir, ensuring that when you are pulled under by the creature's unavoidable first attack, you can surface quickly at a vantage point in the tank's southern area.



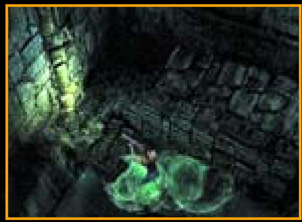


As the Phocomelus launches out of the water, spin around and plant a Grenade into its hide. Fire too late and you're dragged underwater. You're also pounced on if you try to escape the Reservoir via the steps in the northeast. You must destroy this aquatic menace before you can crawl to dry land.



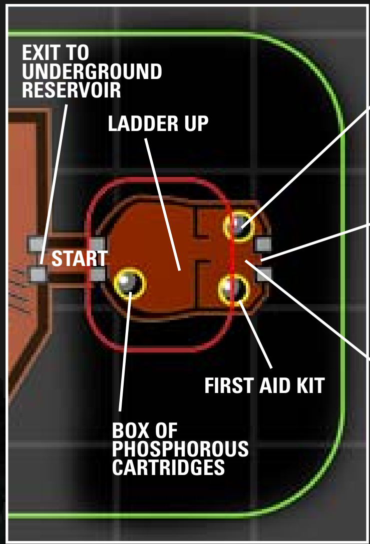


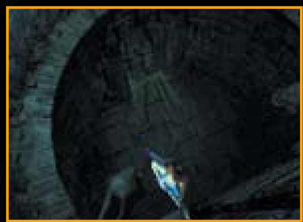
This Phocomelus is extremely weak, requiring only one grenade or rocket or two Shotgun rounds to dispel. Even your lowly Revolver tears through the its corporeal form in six shots.



Clambering up the steps in the northeast, head up another three steps and over a wooden plank. This path ends at a rusting door; open it and enter the Fort's Service Well.

Service Well

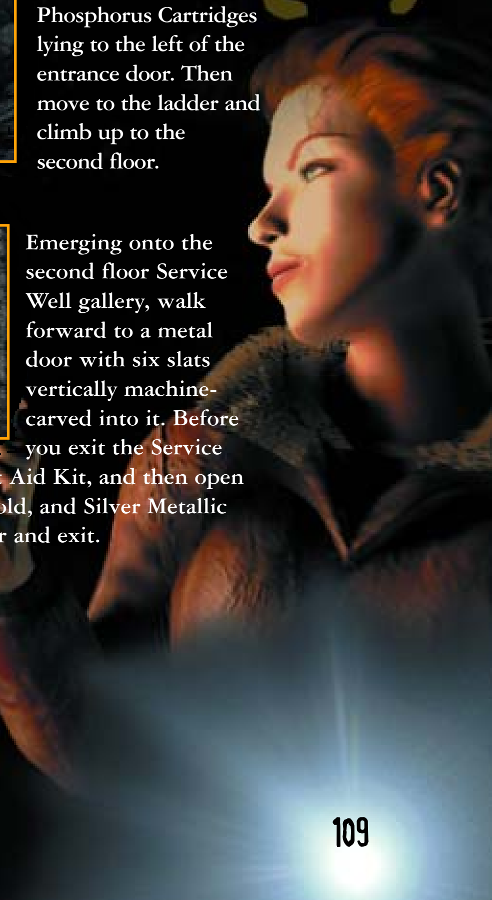




Once inside the Service Well, grab the a Box of Phosphorus Cartridges lying to the left of the entrance door. Then move to the ladder and climb up to the second floor.



Emerging onto the second floor Service Well gallery, walk forward to a metal door with six slats vertically machine-carved into it. Before you exit the Service Well, stoop to collect a First Aid Kit, and then open a chest and procure Red, Gold, and Silver Metallic Cards. Now unlock the door and exit.







Exiting the steel door from the Service Well, you find yourself back in the North Rampart at the foot of the steps near the Telescope. A faint growling alerts you to a prowling Hound of Tindalos; gun it down with a Shotgun blast or three. Running back along the Rampart itself, you see where the foundation gave way, and you can't proceed to the north area of the Fort. But, you may have the necessary items to unlock the mechanism in the combination lock on the door near the Oubliette.

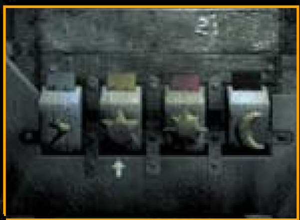


Enter the Workshop and head right, around to the opposite side and out the wooden door. Now on the South Rampart, blast the Ophtalmicid with your Shotgun.



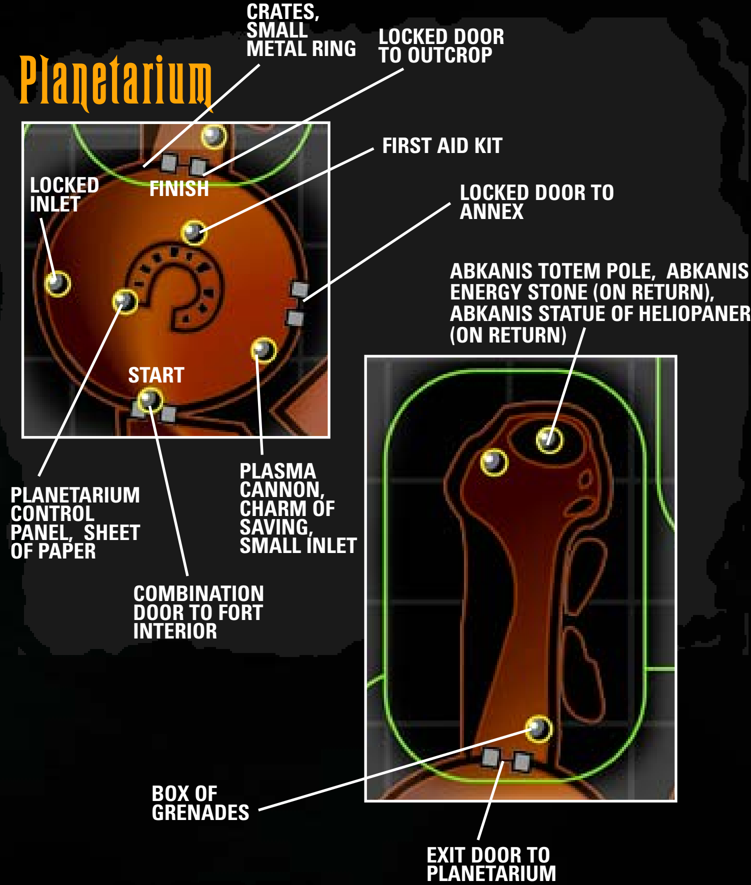
Run down the two flights of steps into the Inner Courtyard, past the Fort's entrance, down the steps to the alcoved walkway, and into the two shadowy chambers. Hop over the collapsed wall, and spot the two Photosauri skulking in the second open chamber. Hop down to the lower ledge and launch three grenades at the creatures, and they disperse.





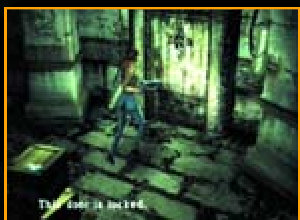


Head up the curved steps, into the interior corridor, and to the door locked with the odd mechanism. Review your documents, and remember Jeremy Morton writing: "Silver Flash, Golden Star, Red Sun, Black Moon." Take the first Card you found in Obed's Prison Cell, and the other three Cards from the chest in the Service Well, and press ↑ after selecting the appropriate Card and symbol. Open the door and enter a huge domed room—the Planetarium.





You appear in the south entrance of a large circular chamber. Run clockwise around the perimeter. Skirting the wall's foundation, spot two objects in a small inlet in the southwest area. Grab a large weapon known as a Plasma Cannon and a Charm of Saving.



Continuing around, you spot a door to the north, but it's firmly closed and locked. Turn around to procure the Small Metal Half-Ring from the top of a group of crates and a First Aid Kit from the shadows of the crates.



Find a rusting door and unlock it, then note the suspicious cover on another inlet to the right of the door. The door leads back to the Annex and the now-empty chest.



Run to the iron spiral staircase in the middle of the room. When you're halfway up the steps, Carnby radios in, letting you know he's at a group of standing stones. You sadly inform Carnby that Obed isn't the father you're searching for. There's no more time for talking, Carnby must start an incantation soon, and he needs your help!





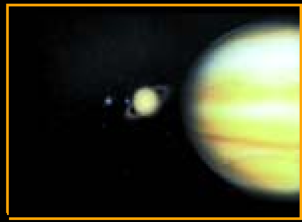


At the top of the spiral stairs is an old, elaborate apparatus and a piece of paper showing a strange compass with the cardinal points replaced by Abkanis symbols. These symbols coincide with the carving on the Totem Pole. By the look of the mechanism, the Planetarium hasn't been fired up since the 19th of December, 1935—at least, according to the date on the contraption. Fiddle with the numbers, and the machine creaks into life, but nothing happens.



Radio Carnby back. Some of the stones, or stelae, have marks on them. Remembering the inscription on the Totem Pole, you automatically ask Carnby to approach each of the stelae in the order that the Totem engravings told you to, as the engravings were in fact compass directions. Carnby tells you the first stone in the north has one mark on it. Continue to tell Carnby to move to different stelae, and note the marks found on each. When you finish, you have the following numbers: 1, 0, 3, 1, 2, 0, 0, 1.









Punch in the eight digits, and the Planetarium contraption creaks, then bursts into life! You enter a dreamlike vision state and see that the planets are all aligned! You snap back into consciousness when Carnby radios in, and you inform him that the planets are aligned to the east, and the date is the 31st of October, 2001—today's date! While Carnby performs the ritual, you notice that the lid on the inlet near the west door has released. Head over and grab a Large Bronze Key, Alan Morton's Seal (a gold signet ring initialed A. M.), a Small Padlock Key, and another Abkanis Statue, this one depicting a snake's skull.



Run to the north door and equip the Large Bronze Key you just found. It fits the lock, and you emerge onto an Outcrop high above the stormy Atlantic. Step forward and grab a Box of Grenades.





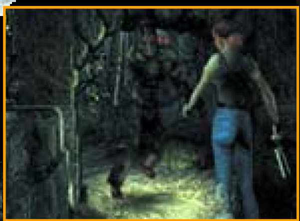

Head along the Outcrop, stopping to view the giant Totem you saw from the battlements. There appears to be a secret compartment in the statue. Radio Carnby, who has now completed the ritual, and stress the importance of meeting up to exchange items—you need the 10-inch disk Carnby found after the ritual. Arrange to meet south of the Fort. As you finish, eight Luxrats appear and start biting your ankles. One grenade sees off the entire pack.



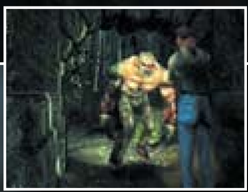
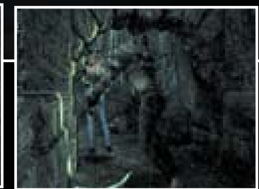
Head back to the Planetarium door and move into the domed room, only to discover that three Photosauri have appeared extremely close by. Unload three grenades and sprint through the west door, donning a Charm of Saving as you go.



Climb back through the Annex and Inner Courtyard, then dash to the Fort's main entrance and open the doors. Two Luxrats greet you as you cross the footbridge.



You're ambushed by Howard the Hybrid Elder, who leaps down at you from the stone archway. Firing in this enclosed space results in horrific damage to both parties, but only one is undead….

Tip

Run quickly around Howard to the right and head straight for the gate to the Forest. Howard takes his time turning around and does not follow you into the Forest. This avoids a savage mauling from a foe whose deviant dark side makes him almost indestructible.



Trek through the Forest and head for the gates, where you almost shoot Carnby. You swap objects—Carnby gives you the Stone Stele he found on the standing stones altar, and you give him Alan Morton's Seal.

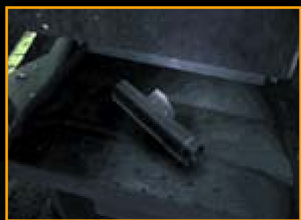


Head back through the Forest, and you automatically appear back at the Outcrop and step forward to the Totem Pole. Place the Stone Stele you acquired from Carnby into the circular hole. The Totem glows a turquoise green for a moment, and two objects—a Luminescent Stone and another Abkanis Statue, this one depicting a fish's skull—are dropped. Carnby is informed, and now with three statues each, you agree to meet at the Gate itself.

Planetarium to Workshop



Exit the Planetarium via the west door and go to the Workshop. Once inside Jeremy's room of machines, run left and around the central table to the metal Strange Machine near the Tower ladder.



Insert the two halves of the barrel Mould into the machine, then the Steel Ingot. A moment later, a gun barrel appears in the machine's receptacle—it's the final missing piece from Jeremy Morton's mining weapon—the Barrel Jeremy wrote about that keeps overheating.

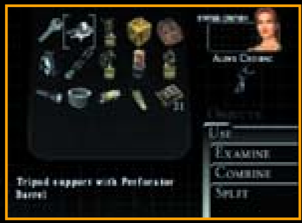




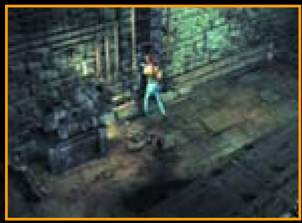
Consult the Diagram of blueprints, then take the Orange Accelerator and clamp it to the Butt of the weapon. Eureka! The result is a Photoelectric Pulsar without a Barrel, but with an Orange Accelerator. Attach the Barrel to the main weapon. You have created a Photoelectric Pulsar with an Orange Accelerator!



Next, split apart the Tripod Support to release the other Metal Half-Ring. Combine the Metal Half Rings and add the completed ring to the Abkanis Energy Stone. The new object is the power conduit for the weapon, and it slides into the weapon's base.

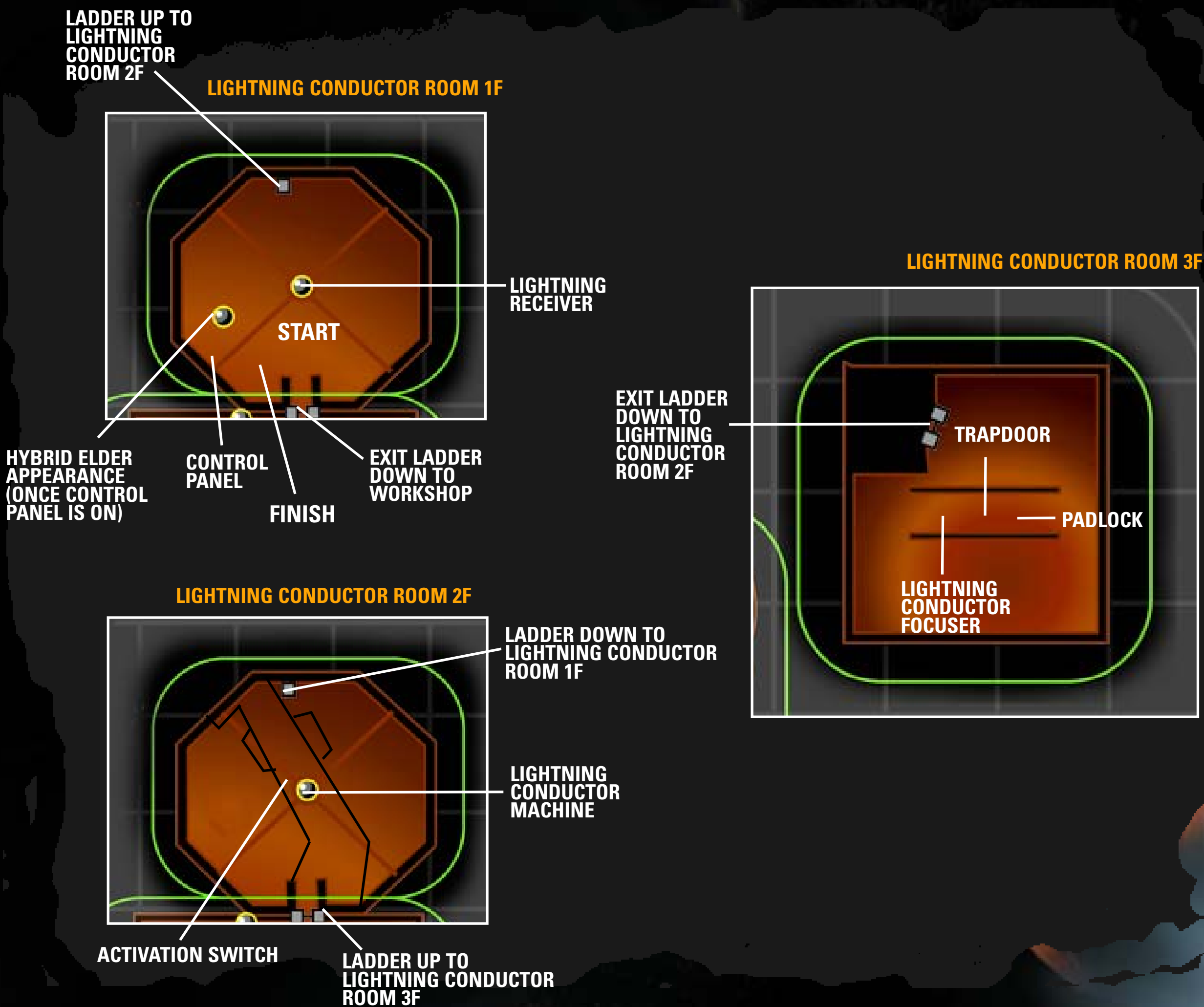


The fabled weapon is taking shape! Take the Tripod Support and add the Perforator Barrel to form a Tripod Support with Perforator Barrel. Take the Orange Pulsar part and add the Tripod and Barrel. Finally, slide in the Energy Stone to create the Perforator itself!



The Perforator may be complete, but it still needs a huge amount of power, and Jeremy's notes mentioned electricity. Climb up the ladder and into the Tower. Head around the junk next to the Strange Machine and proceed into the Lightning Conductor Room First Floor.

Lightning Conductor Rooms








[In the Lightning Conductor Room First Floor, you see a huge receiver on the ground. Nearby is a Control Panel, with the number 110 etched onto it. When you pull the lever, a rusting cover on the roof rattles. It must be released, so continue to a second ladder.




Go into the Lightning Conductor Room on the Second Floor, then cross the gantry to see a large electrical conducting device in the center. When you pull the lever, the creaking cover on the roof rattles and a few sparks fly out of some machinery, but the system still isn't operational. Continue around the conductor and up another ladder.

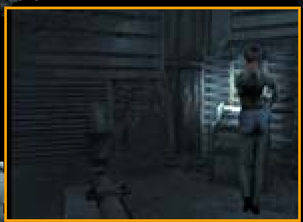



Now on the Tower Terrace, you are at the highest point on Shadow Island and could see the Maine coastline if it weren't for the fog. Act quickly, releasing the trapdoor using the Small Padlock Key. The covering trapdoor will now release.





Climb down to the Second Floor, run across the gantry, face the electrical conductor unit, and pull the lever, mechanically releasing the trapdoor. Quickly head to the ladder and the First Floor.

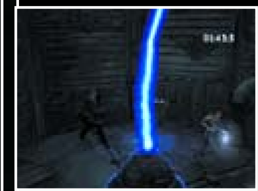



Run to the Control Panel and pull the lever, to release a huge pointed Lightning Conductor and Focuser into the heavens. A timer starts counting down; you have one minute and 50 seconds before the Focuser descends into the Tower. Then comes a sudden and portentous thud.

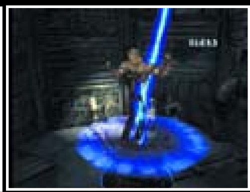



Howard the Hybrid Elder lands right next to you and advances. While the lighting strikes the Focuser, sending a massive bolt of electricity through the middle of the room, Howard attacks. He's more powerful than ever, and any of your weapons only drop him to his knees. He seems impervious to harm!

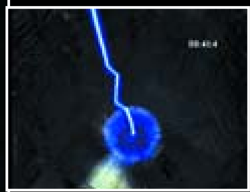
Dispatching Howard



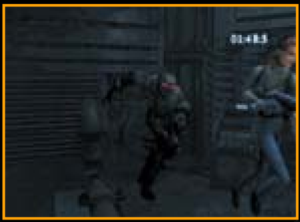

This is Howard's last stand—either he dies or you do! As the timer ticks down, stop firing at Howard, and instead attempt to coax him into a shard of lightning as it bolts down the Focuser into the receptacle. Howard is doggedly chasing you, and he'll leap at you over the receptacle when you move to the opposite side of it.

Lighting strikes every 10 seconds, and Howard only takes damage when he leaps into a bolt. You must predict when the lighting will strike, keep near Howard (but not close enough to be hit), and then a couple of seconds before the lightning strike, you must run around to the other side of the lightning receptacle.

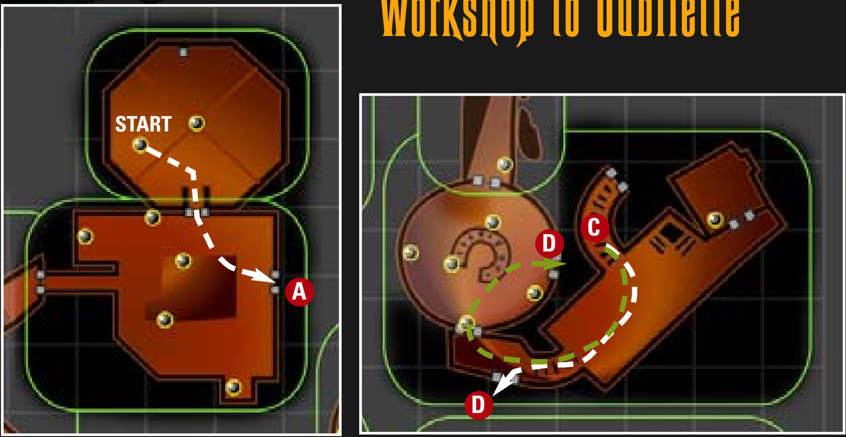


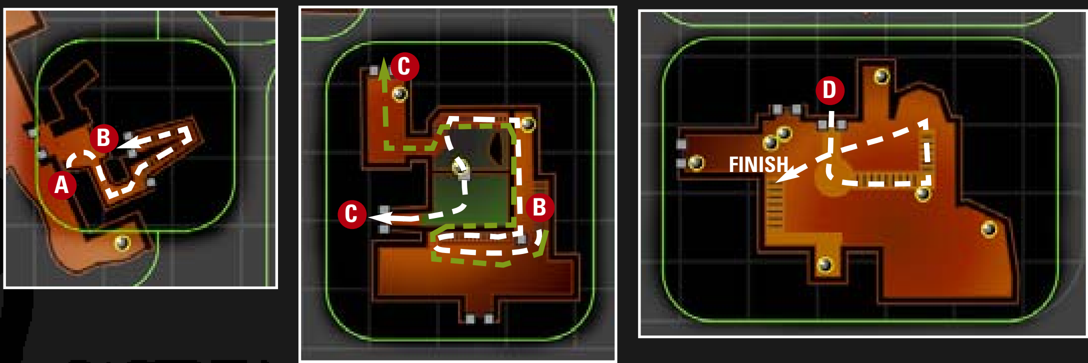

To coax Howard into leaping at the correct time, run in a tight circle around the receptacle. If you circle the room's perimeter, Howard runs around the receptacle rather than bounding over it. You need three bolts of electricity to release Howard Morton—he lets out a small grunt when he draws his last breath.



Once the 1:50 countdown comes to an end, the massive Lightning Conductor and Focuser on the roof contracts into the trapdoor. If Howard is still alive, you must rush to the Control Panel and activate the Conductor again to finish him—you can keep activating the Control Panel until Howard fries. You cannot activate the Control Panel until the countdown ends. With Howard slowly steaming on the floor nearby, check the remaining time.

Workshop to Oubliette





Better Bet to Oubliette

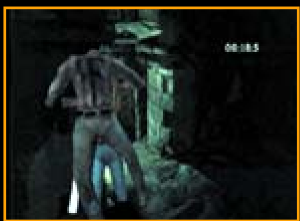


Having a terrible time clambering up and down the wall, and fending off Hybrids? Run to the Oubliette via the Annex, into the Planetarium, before turning left and heading for the door to the Fort Interior. You'll emerge next to the Oubliette door, shaving around 15 seconds off your time. See the green dotted line for the quicker route.

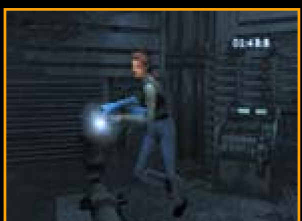

A control panel.

Now you must reset the Lightning Conductor. You have 1:50 to run from the Tower, through the Workshop, down the steps in the South Rampart, into the Inner Courtyard, down into the walkway, over the collapsed wall, into the Interior Corridor, into the Oubliette, and straight to the Mobile Workbench.





Racing from the top of the Fort to the bottom in less than two minutes is difficult, but here are a couple of cunning plans. As the route to the Oubliette is dotted with monstrous incursions, use your first run down to the Oubliette to avoid the entities. Before you begin, don a Charm of Saving.



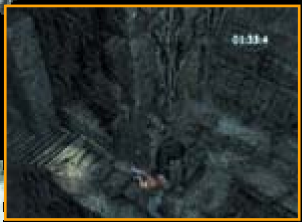
As soon as the timer begins, run from the Control Panel to the trapdoor leading to the Workshop ladder in the southern area of the Lightning Conductor room, and descend.







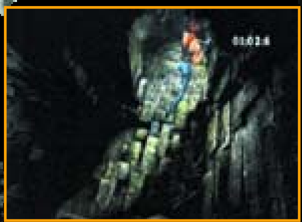
Emerging on the ladder, check your watch—1:45. Turn right, run around the central table to the wooden door, and exit to the South Rampart.



At 1:37 turn right, avoiding the two snarling Ophtalmicides prowling the parapets, and head down the two flights of steps to the Inner Courtyard.



At 1:19, turn and run past the entrance door and down the steps to the alcoved walkway. You enter the walkway at around 1:08.



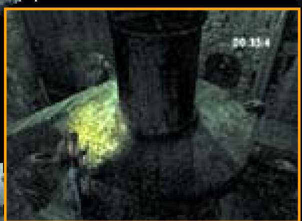
At one minute to go, race down the steps and plant three expertly aimed grenades at the two Photosauri in the open chamber, then bolt for the collapsed wall.



Clambering over the wall, hop to the ground, and dodge the lashing tongues of the two other Photosauri before bounding up the steps to the Inner Corridor.



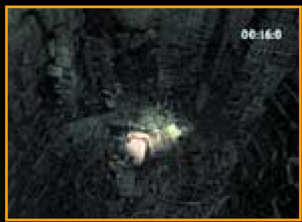
Once inside, you encounter three lumbering Hybrids. Either run between them, or unleash three more grenades to disperse them.



The door to the Oubliette flies open with around 30 seconds to go. Rush down the steps, heading left around the central column, and turning left at the bottom of the staircase.



With 18 seconds left, burst forward, heading for the archway in the middle of your field of vision. You appear to the right of the Mobile Workbench.

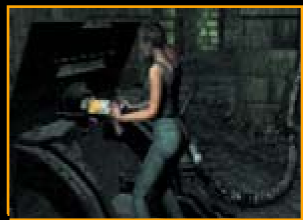


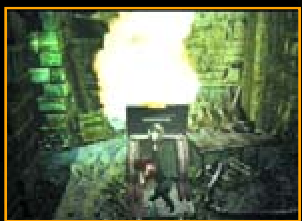
Heading around the south of the Workbench, sprint to the shielded area of the bench, open your Inventory, and select the Perforator with 10 seconds left on the clock.



If you fail to reach the Workbench in time, retrace your steps to the Lightning Conductor room and attempt the run again. On the way, strengthen your chances by wiping out all trace of shadow creatures.







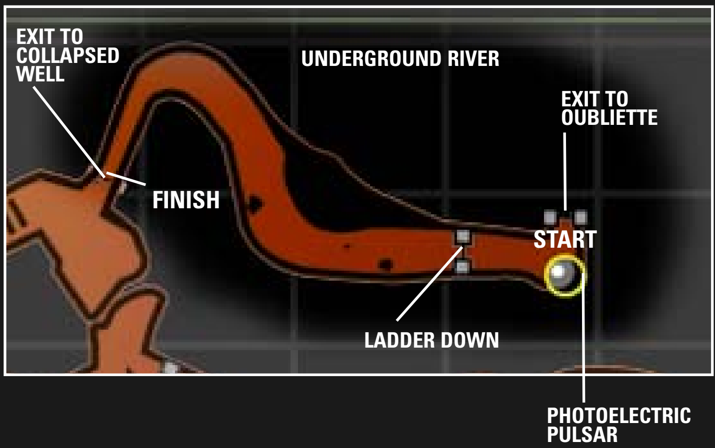
Planting the Perforator firmly onto the armored bench, plug in the tubing as a massive bolt of lightning strikes the Conductor. The electrical charge intensifies as it moves through the tube, powering the Perforator and launching a massive concentrated beam of light at the blocked wall, exploding both the wall and the Perforator in the process.

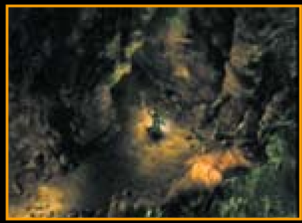


Step away from the Workbench. Equip your Plasma Cannon and blast the advancing Night Ripper. Finally, move into the newly formed entrance, and head for the maze of tunnels under Shadow Island.



Underground River





You emerge into a brightly lit orange sandstone cavern deep underground. Geological wonders abound, but you have little time for sightseeing, as you must rendezvous at the Gate. Stepping forward, pick up a new weapon called the Photoelectric Pulsar and continue to a rusted ladder.



Reload your Shotgun and descend the ladder, stopping on a narrow natural ledge. As you move along the ledge, two Ophtalmicides round the corner. Destroy them from range with your Shotgun, then continue around the path, noticing a large river to your left.

Continuing around the immense subterranean chamber, hug the rocky wall to your right and spot an old rope-and-wood bridge ahead. Run around to the entrance and gingerly make your way over. The bridge shakes, but remains intact. Once across, you enter a bizarre natural wonder—the Collapsed Well.



Collapsed Well



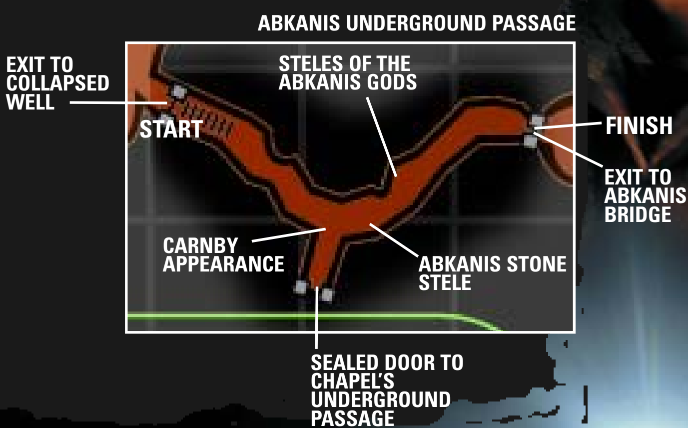


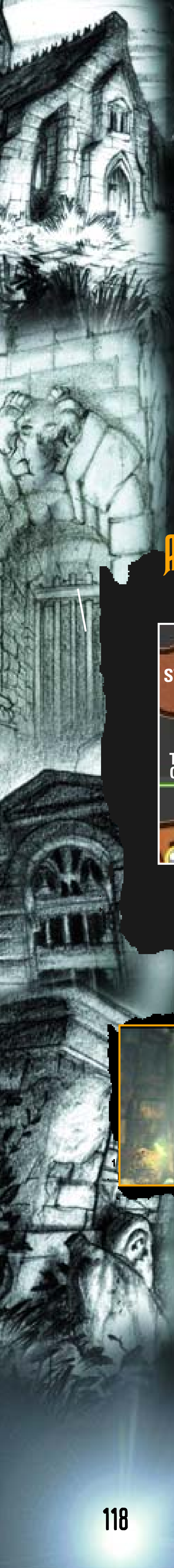
A massive ventilation shaft, the remains of a well collapsed due to water erosion, creates an awesome sight. Head down the steps (you cannot topple over the edge) until you reach a dark cave entrance.

Abkanis Underground Passage



Now in a narrow passage heading south, clamber down some rocks, descend a few steps, and work your way to a small passage to the west. You spot Carnby, who asks you to translate an Abkanis stele lying in the tunnel. You do, and the news about the Gate ritual isn't good. Observe more stelae representing various Abkanis gods before you both continue south.





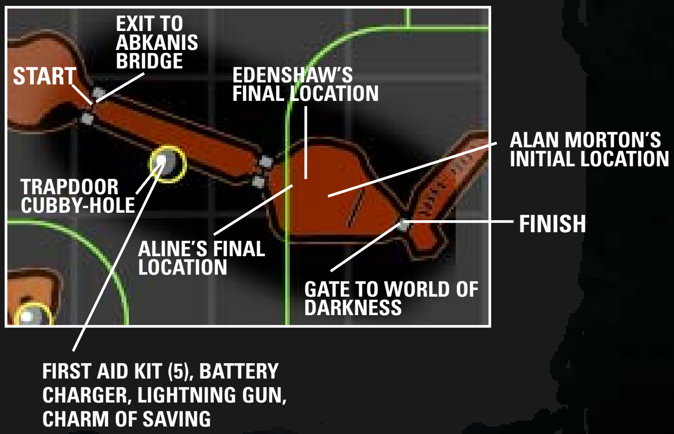
Abkanis Bridge





You and Carnby head out of the passage and onto a mammoth stone bridge spanning a seemingly bottomless chasm. Run across the bridge to the cave entrance on the other side.

Abkanis Antechamber and Gate

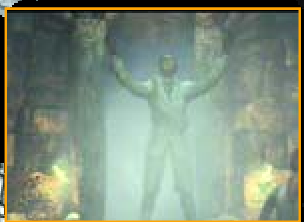




You appear in a long thin passage dotted with Abkanis symbols and ritual torches.



Halfway down the antechamber, you spot an alcove in the shadows on the east wall and open the trapdoor to reveal a small cubbyhole. It contains five First Aid Kits, an odd-looking Battery Charger, a Lightning Gun, and five Charms of Saving.







You and Carnby emerge at the Gate. Alan is already in full ritual fervor, and Edenshaw is attempting to reason with him. Alan shoves Edenshaw back violently and continues his deranged incantations, and the Gate opens. A shrieking storm of dust sucks Alan through the threshold, and Carnby follows Alan (who has taken the final statue) through the Gate as well. You are left to nurse a dazed Edenshaw who convinces her to leave him and move forward.

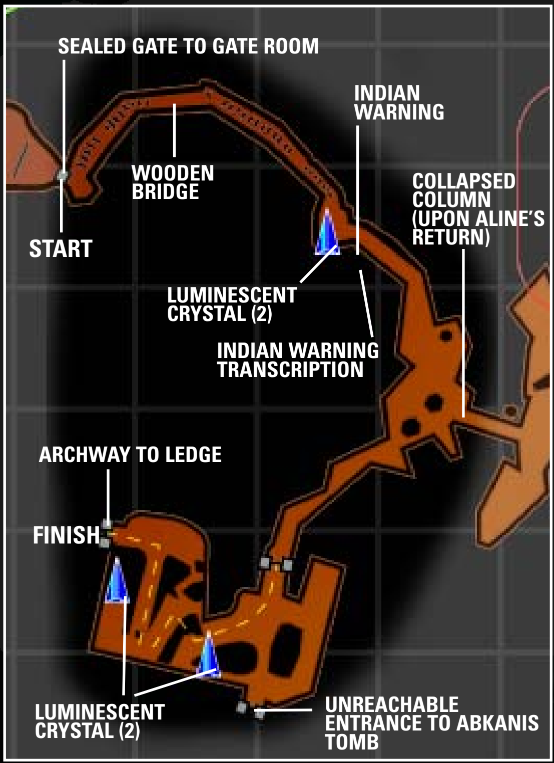


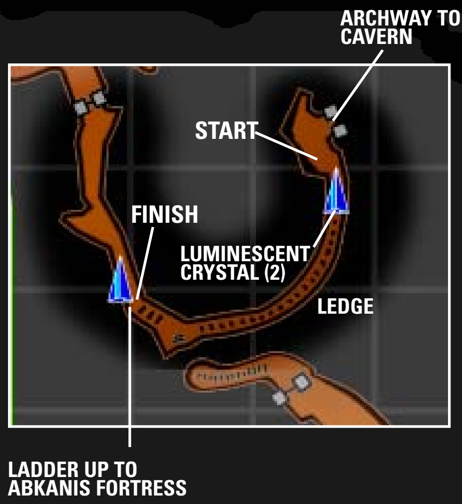
Gate Room

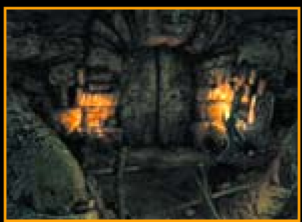


Summon your courage, and enter the World of Darkness.

World of Darkness



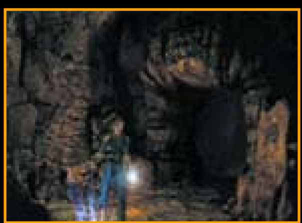




You are at the summit of another narrow ledge near a massive drop into the center of the earth. The Gate has closed behind you, and the only way onward is to descend the steps, hugging the walls carved with Abkanis ritual symbols.



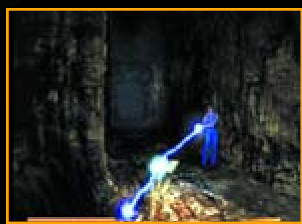
Run over a wooden bridge and down to a cave entrance, then Carnby radios in. You set a plan in action—the statue Alan took, which can stop the World of Darkness from escaping into the light, must be located. You also mention water with the power of healing.



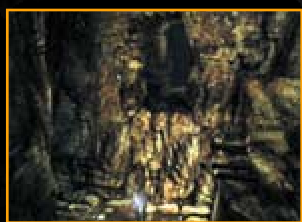
Take a last glance around and notice a strange blue Crystal growing out of the rock. Detach it, then turn your attention to a carved stele to the right of the door. After reading the warning, cross into the dark.



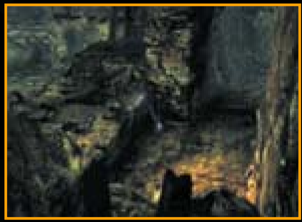
You can optionally call Carnby as you advance into the Columned Cavern, a gigantic chamber of massive joined rock with a chasm in the middle.



Exiting the Columned Cavern, you enter a second large cavernous area, complete with the scampering of unseen feet. Advancing forward, switch off your Flashlight and fry two Photosauri with the Lightning Gun. More are forming from the shadows, so head to the southeast.



On your way to the central area, you spot an archway on the northeast wall, but it's too high to reach. The entire northern area of the Cavern is a small maze of interlocking corridors. Time is pressing, so ignore this area.



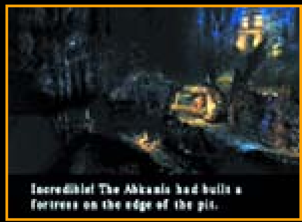
Now in the central area, climb onto a raised piece of flat stone, run across it away from a baying Photosaurus, and drop down to the other side. At your feet is another Crystal; pick it up before running down the large tunnel to your left.



Run to the east and skirt a small block with two Photosauri behind it, ending up in a dead-end chamber in the southeast corner of the Cavern. Pick the Crystal here, then leap onto the block and launch lightning at the creatures.



This Cavern is full of wailing Photosauri—take down another two as you round the corner after running through a narrow tunnel. You spot an exit archway. Running through the exit, you end up in yet another narrow stepped area overlooking a tumultuous drop.

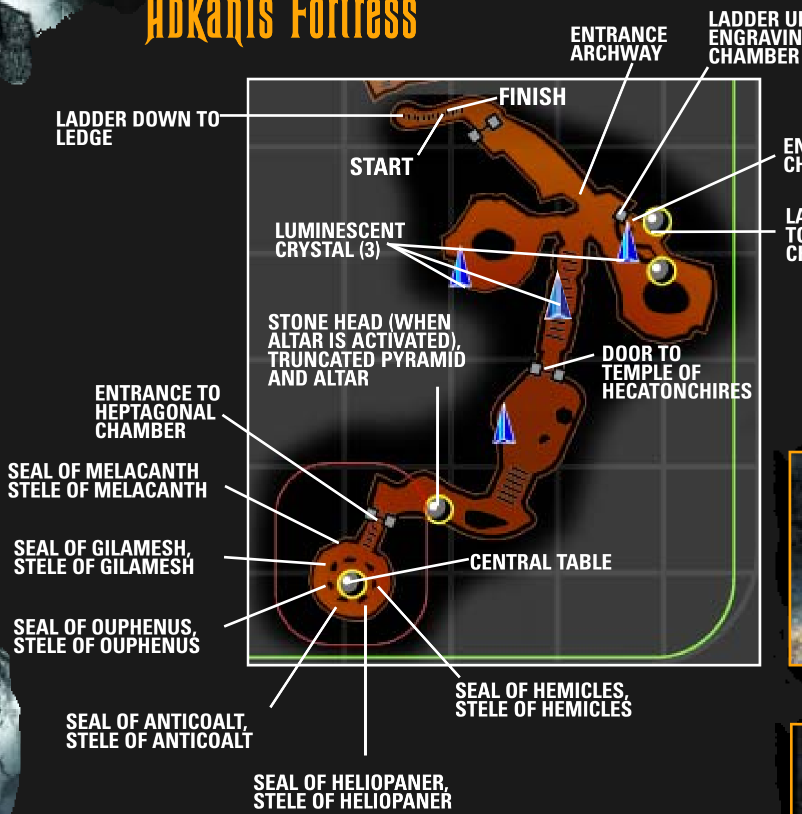


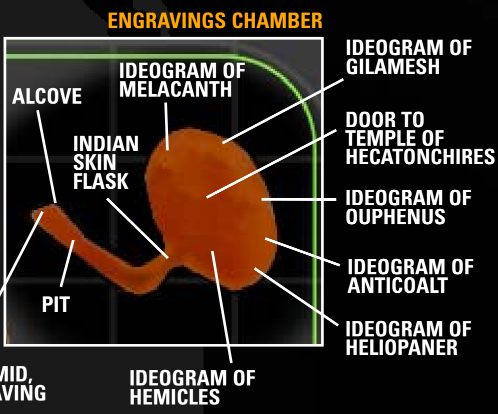
You spot a huge Abkanis Indian settlement deep within the cave system. Head left, demolishing a warping Hound of Tindalos and picking up another Crystal as you go.

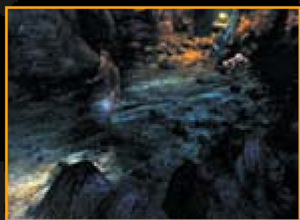


Make your way down to a ladder, electrifying two more Hounds of Tindalos as you go. Once at the ladder, you automatically climb it and appear at the bottom of another stairwell, this one guarded by Photosauri. Battle up to the top of the steps.

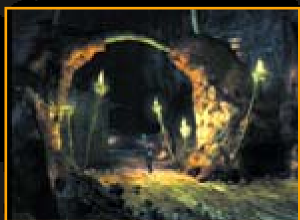
Abkanis Fortress







Advancing into the initial chamber, you make short work of another Hound.

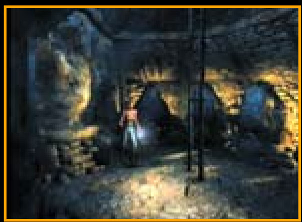


An awe-inspiring citadel carved out of rock over hundreds of years, and more than 10,000 years old, the Abkanis Fortress is a lost civilization devoid of life. As you run under the gigantic entrance archway, you note four different routes.

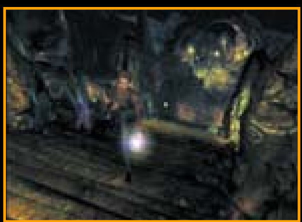



The routes to the northeast and northwest are similar—short but immense passages ending in huge natural caverns. Guarding both chambers are Hounds of Tindalos that keep materializing from the ether. Neither chamber holds any secrets, although the northeast cavern has a Crystal growing against the north wall.



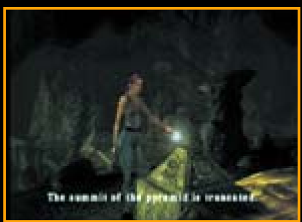
Return to the main junction and climb up a ladder to the roof of a sacred Abkanis chamber. Climb down the ladder in the center of the roof (after picking up another Crystal), into the Engravings Chamber. Symbols dot the walls and floors, and six sacred rock symbols show various Abkanis gods. In a small passage opposite the ladder, you spot an Indian Skin Flask on the pile of stones to the right. A pit stops you from checking an alcove with an unreachable item on it.



You can't do more here, so climb out of the Engravings Chamber, cross the roof, and descend the ladder. Hounds can be heard below. Head for the large steps to what appears to be a ceremonial chamber, take a third Crystal, and pass through an ornate archway.



You discover an underground temple built to honor the God of Gods and the Bringer of Light, Hecatonchires. Archaic tribal statues guard the entrance chamber.



Climb up some ceremonial steps. Rounding a corner, you spot a stone altar shaped like a truncated pyramid and covered in Abkanis inscriptions. Above the altar is a gigantic statue, probably Hecatonchires himself.





Heading for an opening to the right of the statue, you trigger an elaborate door release, and a hidden Heptagonal room grinds into view. Step forward to see seven basalt stelae surrounding a central table. Imbedded in the table are seven plates. Slide the plate directly in front of you.





You hear a grinding noise, but nothing happens. Slide the plate in the southeast, and you hear a grind. Step out of the central area and notice that a hidden partition has opened in the wall, and carved symbols have been revealed. Take a transcription of the writing and a Stone Abkanis Seal. Return to the table, and repeat the process five more times to reveal another five hidden partitions, each holding a transcription and Stone Seal. Now at the south plate, activate the room's mechanism once more, revealing the exit.



Now that you have the six Seals of the minor gods, run out of the Heptagonal room, past the statue of Hecatonchires, and out of the Temple itself, returning to the Engravings Chamber as fast as you can.





Once in the Engravings Chamber, turn right and head to the first stele with an symbol engraved into it. At the foot of each symbol is a circular hole, just the right size for a Seal.





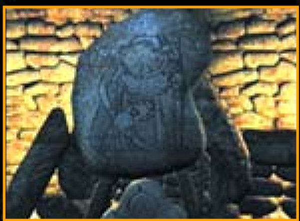
The first symbol shows Melacanthe, the God of Blinding Light. Take the Sculpted Stone Seal representing a horse's head and slot it into the stele.





The second symbol shows Gilamesh, the God of Sovereign Light. Take the Sculpted Stone Seal representing a snake's head and slot it into the stele.





The third symbol shows Ouphenus, God of the Light of Fear. Take the Sculpted Stone Seal representing a bear's head and slot it into the stele.



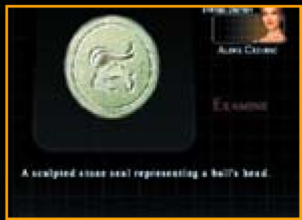


The fourth symbol shows Anticoalt, God of Original Light. Take the Sculpted Stone Seal representing a bison's head and slot it into the stele.





The fifth symbol shows Heliopaner, the God of Radiance. Take the Sculpted Stone Seal representing a fish's head and slot it into the stele.

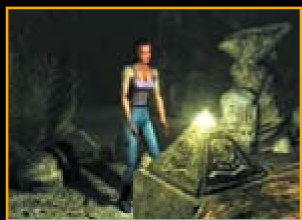


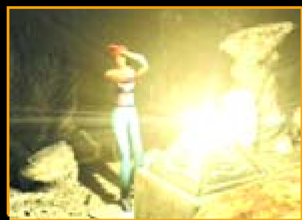


The sixth and final symbol shows Hemicles, the God of Starlight. Take the Sculpted Stone Seal representing a bull's head and slot it into the stele.



Once you've placed all the Seals in the correct symbols, a large stone slab rises from the pit in the antechamber nearby, allowing access to the object that was hidden in the alcove and impossible to reach. It is a Stone Pyramid. You also find a Charm of Saving—take the hint.





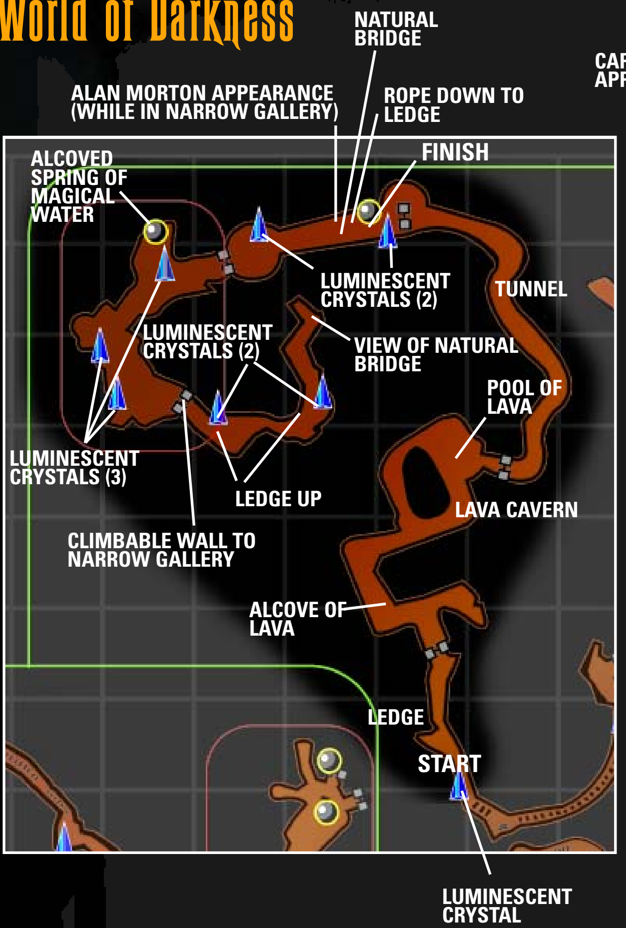


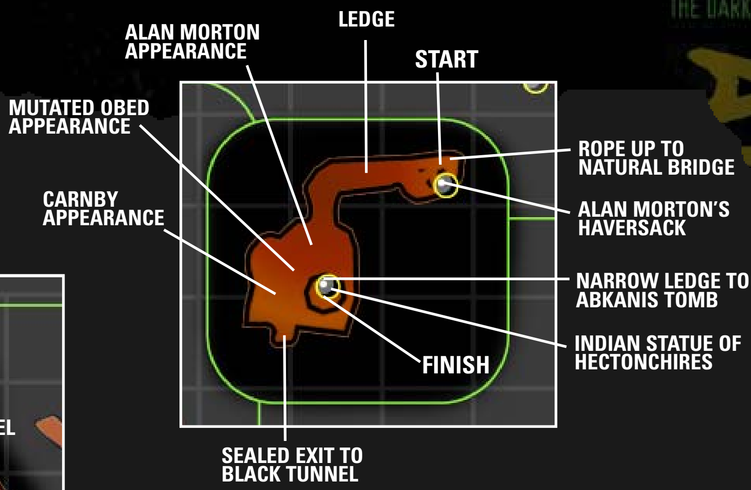
Climb out of the Engravings Chamber and backtrack all the way to the Temple of Hecatonchires. At the pyramid-shaped altar, slot the Stone onto the altar. The room is bathed in a bright light, and a strange Stone Head appears on the altar. Hecatonchires himself then speaks to you, wishing you victory in the cosmic battle to come!

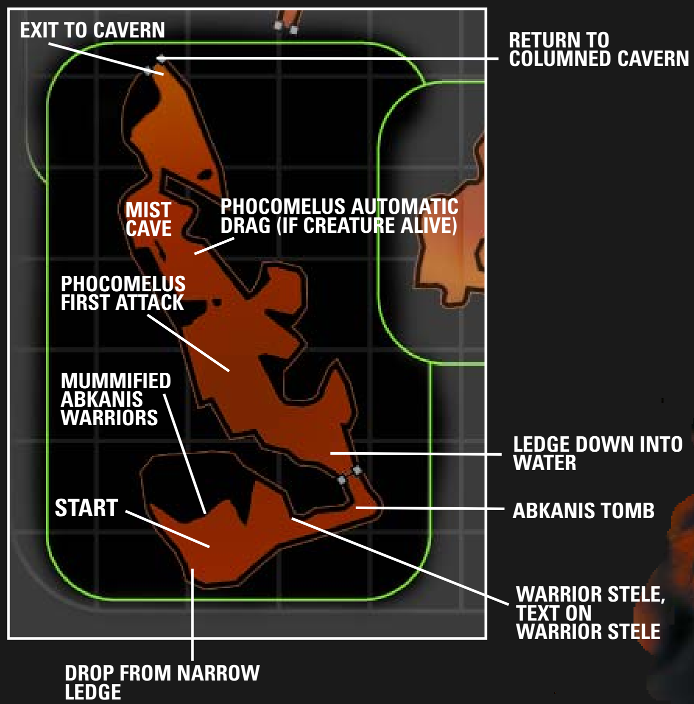


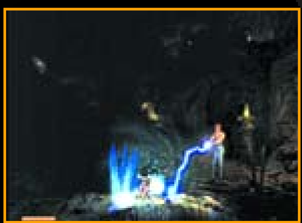
Run back through the brightly lit Temple, then out and down the steps to the Abkanis Fortress exit, pausing only to eradicate the Hound of Tindalos and the Photosaurus on the exit steps. Climb down the ladder and back into the World of Darkness.

World of Darkness



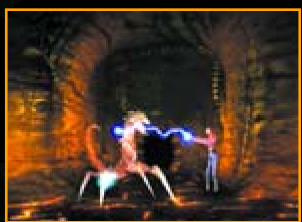






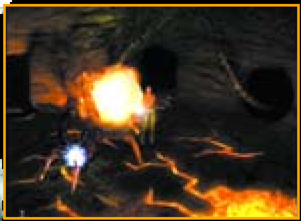
Heading down the steps, you encounter another two Hounds of Tindalos and a Crystal. Finally, after battling another Hound, you spot the exit far beneath the summit of the ledge, and head through.

You appear in a large Lava Cavern. Quickly switch to your Plasma Cannon as a Night Ripper scuttles in from the east. Stop it dead in its tracks, then investigate the southeast corner, only to find a dead end.





As you head west, another Night Ripper congeals from the darkness, and yet another Ripper appears as you head north, past an alcove full of bubbling lava. Check the amount of gas left in your Cannon, then continue around the corner and head east.



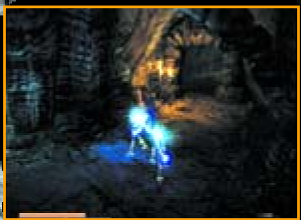
Another two Hybrids attack; gas them. Now with a narrow path to the north, continue east into a large chamber. Spend your remaining Plasma Cannon energy on the final two Night Rippers before exiting through a large archway.



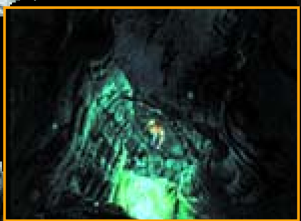
You appear at one end of an extremely long, narrow tunnel. Run from one end to the other, stopping sporadically to inflict lightning damage on the Ophtalmicides attempting to maul you. There are around 10, with a constant wave coming, so running around them makes the most sense.



Heading out onto a Natural Bridge, you're swamped by Luxrats. Fend them all off with one swift Lightning Gun blast. Stop halfway across the bridge to pick up a Crystal. Grab another at the exit archway.



Running into the bridge exit, you enter a Dead-End Cavern. Silence the two Photosauri with electrical discharges. Pick up another Crystal, then notice a greenish tinge to the wall in an alcove to the north.



You discover a tranquil pool of sparkling turquoise water. Ignoring the advancing Photosaurus momentarily, take the Skin Flask you found in the Engravings Room and fill it with four measures of water. Drink deeply from this when you need to heal.



The remaining chamber is a nightmare of strange rock formations and Photosauri in the dark. Plucking another Crystal as you go, head for a rock wall ahead and climb over it.



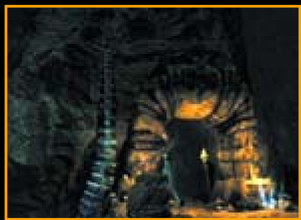
Once on the Narrow Gallery—a rocky passage overlooking another area of the dark realm—you're attacked by three Hounds of Tindalos. Down them with your trusty Lightning Gun and continue.



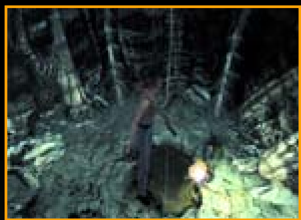




Clamber up onto a higher perch twice, and pass another Crystal on your way through a darkened tunnel leading around and up two more ledges near a large natural column. This leads to a cliff-top path, another Crystal, and a spectacular view of the Natural Bridge below. Here you see Alan Morton, carrying the statue, hook a rope to a large stone on the bridge and descend into the darkness.



Race back to the Dead-End Cavern, battling through the prowling Photosauri, and back into the Natural Bridge where the rope is still tightly tied around a rock. Carefully descend after Alan.



At the bottom of the rope, you land in a puddle of brown stagnant water. Next to the puddle is a backpack. Alan must have dropped it when he landed here! Taking the Haversack, continue into a tunnel.









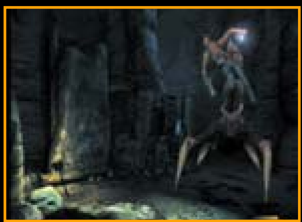
You spot Alan running—draw your Revolver and aim it at him. Alan is cornered! Ever the melodramatic fiend, Alan laughs off his capture. Suddenly, a thing lands behind you. Seemingly the fusing of human and dark creatures, this huge being roars in anguish and grabs Alan, and they both topple into the hole. Alan drops the statue he was carrying! That must have been the remains of Obed embedded in that creature!



Drop onto a tiny ledge. Carefully edge forward and claim the final Statue—that of Hecatonchires himself! Unfortunately, you can't join Carnby in his battle with unseen creatures above. Instead, edge through a crack in the wall and drop into a hole.



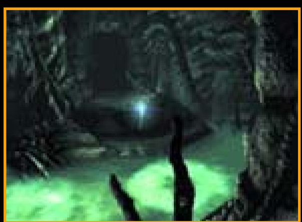
Appearing in an ancient Abkanis Tomb, you make an amazing discovery—the Abkanis embalmed their dead in a mummification ritual much like the ancient Egyptians! You can't move behind an arcane burial altar, so move into the open area of the crypt.



A Night Ripper appears out of the darkness and attempts to grab and maul you. Turn and electrify it before turning and reading an ancient script on a large gray slab. It details the Abkanis Warrior sect.



As you exit, Frederick Johnson radios in! He reveals his real motive—he's working for the government and has infiltrated Lamb's organization. The photograph of Obed and your mother was doctored to get you to agree to visit the island! Now there is little time. Johnson arranges a helicopter.



Emerge in a Mist Cave, complete with green water. However, this liquid isn't for drinking. Gases escaping from the ground create a weak sheen of mist that hangs in the air. Drop down from the ledge into the water and head right.



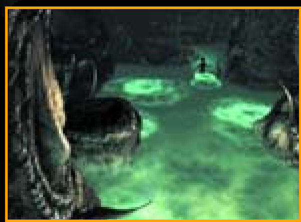
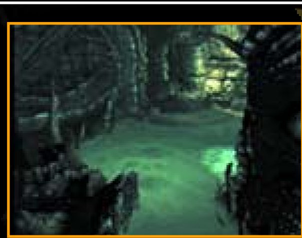
A ripple of water follows you into the middle of the lake as if to announce the arrival of a powerful creature of darkness.

Phocomelus





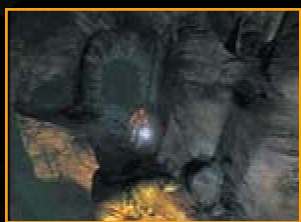
You have awakened another Phocomelus from the deep. Fortunately, this one is as weak as the one you encountered in the Fort's Reservoir. If you ignore the beast and dodge its leap, you get as far as the middle of the lake before being dragged back underwater, wounded and gasping for breath. It's much better to stand your ground, swiveling to face the Phocomelus when it leaps, and blasting it with a continuous stream of lightning. The electricity does not harm you, even in the water. One rocket or grenade, two Shotgun rounds, or six Revolver shots also put this aquatic terror back into the deep.

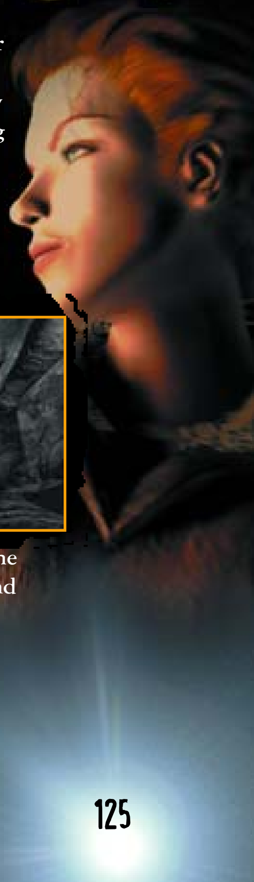
As you wade out of the Mist Cave, Johnson calls again.



Leap down to the floor of the Cavern of the Photosauri, and quickly dispose of your rasping foes. Note that you jumped down from the ledge you couldn't reach earlier. Run for the exit west.



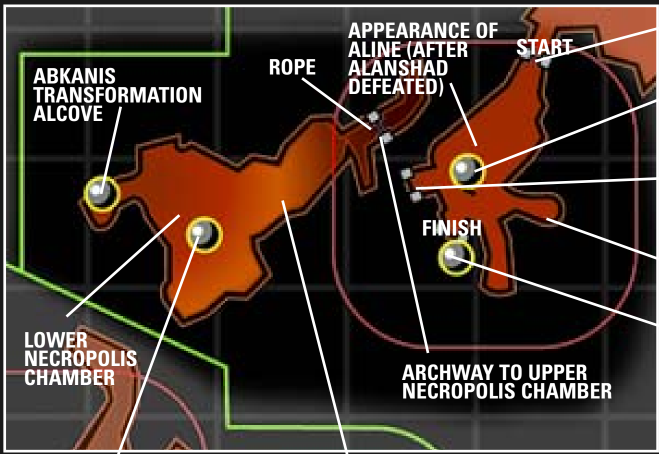

Appearing in the Columned Cavern, you step into the vast chamber. Use a Charm of Saving. With a jolt and a thunderous roar, a column collapses over a deep chasm. The passage to the southwest is blocked, so run up onto the horizontal column. You're about to face your ultimate challenge.



The Ultimate Abominations—Entering the Necropolis

The Dark Journey of Edward Carnby

Necropolis Entrance Chamber—Mummy's the Word



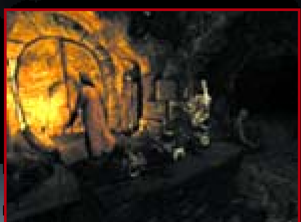




Entering from the Columned Cavern, Carnby creeps past a torch (hopefully lit by Edenshaw) and almost trips over the crumpled form of a long-dead and mummified Abkanis warrior holding a spear.



He passes another bandaged entity, and another, stepping slowly over the sacred ground. All around the walls, native carvings ward off the evil of darkness. Inspecting the two small antechambers, Carnby finds another mummy and a rockfall blocking further progress.



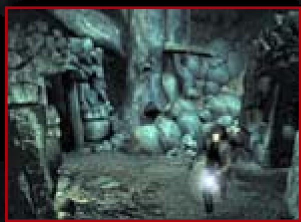
Carnby continues past a small stele to an elaborate but ancient doorway, illuminated with an orange glow. Ropes are tied to the door, but it cannot be opened, and the cords disappear into the wall.



On a rudimentary table made from slates are three Abkanis Indian busts of once-proud warriors. The right warrior has a head, the other two do not. Pondering why, Carnby makes a sudden discovery to the right of the orange-hued door.



Stepping between two Abkanis mummies, Carnby enters a large rocky archway and appears high above the Necropolis itself. Dangling in front of him is a long rope. With some reluctance, he decides to clamber down.



Carnby lands inside the Necropolis, looking at the intricate rock carvings and various Abkanis steles. Although he could climb back up the rope, he continues east into the Necropolis interior.



As Carnby inspects the various openings in the Necropolis, he discovers that every single one is sealed and cannot be entered. None of the doorways and archways with inky blackness behind them can be explored.

AlanShad—The Ultimate Hybrid of Unspeakable Evil

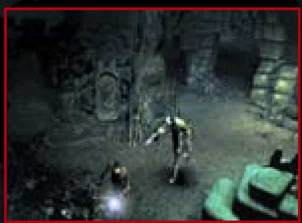
Height: 2.30 m
Weight: 90 kg
Strengths: Almost indestructible, sanity-sapping to view
Weaknesses: Slow, susceptible to arcane weaponry
Weakened with: Photoelectric Pulsar, Ceremonial Spear



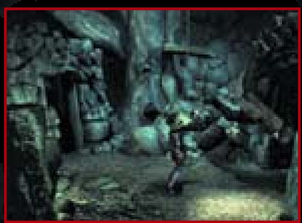

As Carnby strides into the main Necropolis arena, he spots an ancient altar, on top of which rests the head of one of the busts he saw in the Abkanis sanctuary. Before he can reach it however, a zombified figure clad in a bloody ceremonial robe drops down from the roof. It seems Alan Morton has become the latest one infected with darkness, creating a slow but incredibly strong Hybrid. AlanShad has risen! Ia!! Ia!!



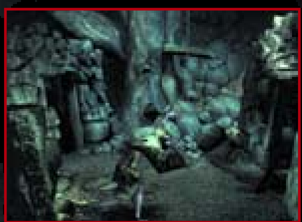
Carnby's first action is to equip the Photoelectric Pulsar. This weapon, more than any other, actually affects AlanShad when aimed correctly, and it can be charged while moving. However, Carnby needs to keep his distance long and his aim true.



AlanShad has a number of moves using his brute strength and unimaginable power. Clad in tattered cloth, he walks with a bent-over shuffle, but this walk is as fast as a human can run, and AlanShad always keeps up with Carnby.



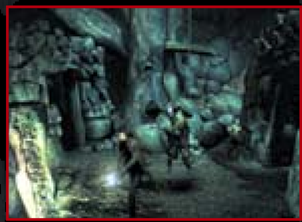
Should Carnby venture too close, AlanShad is likely to pick him up by the head, swing him viciously about, and toss him back 10 or so feet like a rag-doll. As expected, this feat of inhuman brutish strength is highly damaging.



Carnby cannot survive more than three of these throws without some form of sustenance—thankfully a full Metal Flask works wonders and can even be selected from the Inventory during AlanShad's head throw. After the throw, AlanShad stands and bellows proudly.



AlanShad also has a less damaging slap. Raising his left hand, he brings it down hard across the upper torso of Carnby, causing him to reel slightly and stagger—if it connects. Carnby can spot the upswing of this attack and turn to move away.



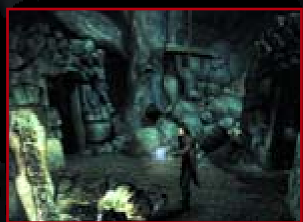
Ridding the world of Alan Morton's new form is initially difficult, but not impossible. Combat starts with Carnby waiting until AlanShad raises his hand to strike, then turning and running out of the way.



Once a reasonable distance exists between Carnby and AlanShad, Carnby turns and powers up the Photoelectric Pulsar. He fires a blast into AlanShad's chest. With a hit, AlanShad glows white.



Carnby remembers not to move to a corner of the Necropolis, or an area where sealed doorways are, as he is liable to be picked up, thrown, and as he gets up, blocked by an advancing AlanShad. Instead, Carnby keeps running around the central altar.



After six strikes of the Pulsar, AlanShad drops to his knees. Victory for the Gods of Light? Alas, no—AlanShad summons more strength and continues his relentless pursuit. From his prone position, it takes around five seconds for AlanShad to rise again.



Carnby fires another two Pulsar bolts into AlanShad, and he drops again. But he will not die. He continues to fall to his knees after two Pulsar shots or until Carnby runs out of Crystal ammunition. Conventional weapons cannot harm AlanShad—he shrugs them off.



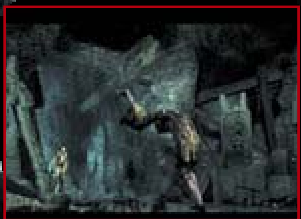
Is there an end to this titanic battle between light and darkness? Certainly. At any time during the battle, Carnby can enter the Necropolis's southeast alcove. It doesn't matter if AlanShad is hit or unharmed.

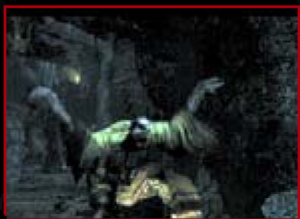


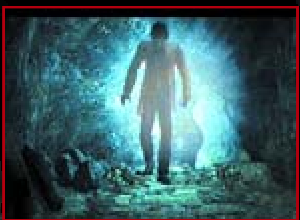
Once Carnby's in the alcove, AlanShad automatically teleports in front of him, grabs him by the neck, and throws him back 20 feet. After taking a swig of water, Carnby rises to his feet, and plants one or two Pulsar bolts to drop AlanShad temporarily.



Carnby must drop AlanShad to his knees before he enters the alcove again, otherwise he is grabbed by the head and tossed out again. Once inside the alcove for a second time, Carnby nears a wall, and a stream of bright light awakens the power of the Gods.







Carnby is transformed into the son of Hecatonchires, The Bringer of Light. Dressed in the Native American ceremonial warrior garb of the Abkanis tribe, Carnby bends down as AlanShad advances, picks up a Ceremonial Spear, and quickly turns around, ramming the spear through AlanShad's midriff. AlanShad staggers back, skewered by light, and Carnby calmly walks back to the light, assumes the fetal position, and transforms back to his earthly overcoat-wearing form.



The Necropolis is deathly quiet, save for the wind whistling through the interior caverns and numerous passageways. Carnby approaches the altar and takes the Head of Statue before returning to the Abkanis sanctuary.

Item Located!

Item: Head of Statue
Located: On top of the ancient stone altar in the middle of the Necropolis
Notes: This is the head of an Indian Stone Statue.







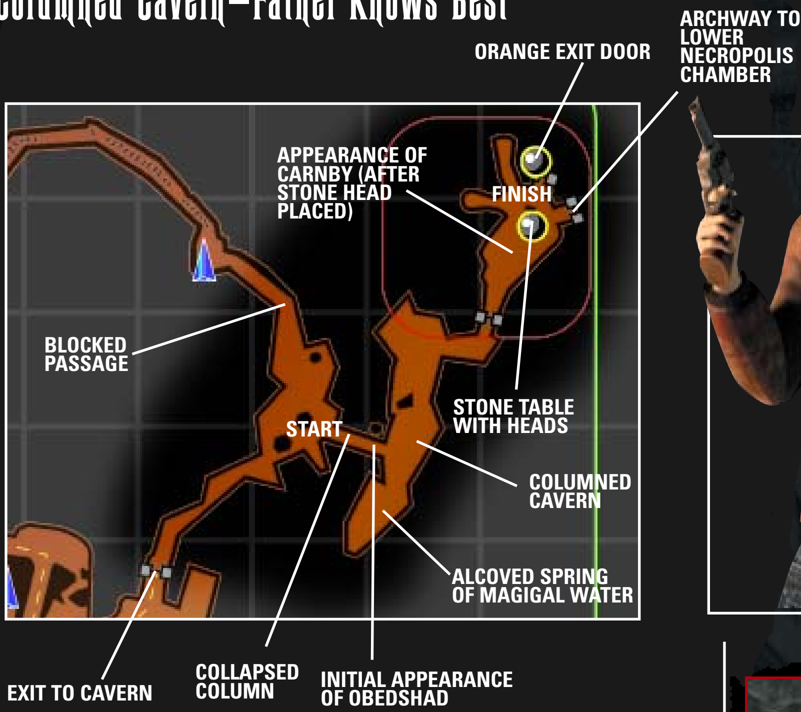


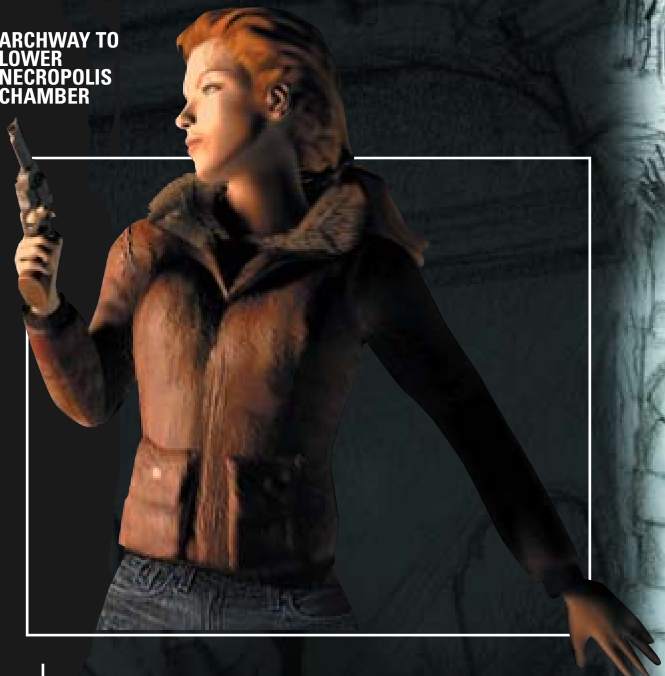
Moving to the table with the ancient busts, Carnby places the Head of a Statue atop the middle bust, and creates a tremor in the earth. The sanctuary seems ready to collapse at any moment. Aline arrives in the nick of time and places another Head of a Statue on the first bust, and the door behind them grinds open. Edenshaw must be given the final statue to complete the ritual, sealing the darkness and destroying Shadow Island for good....



The Dark Journey of Aline Cedrac

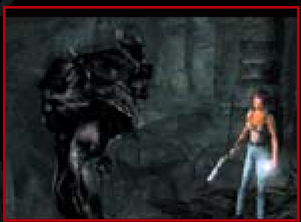
Columned Cavern—Father Knows Best







No sooner has Aline stepped onto the fallen column bridging the two sides of the cavern than a thud is heard. A large and misshapen demonic form, made from a black crystalline structure, lands at the far side of the pillar.

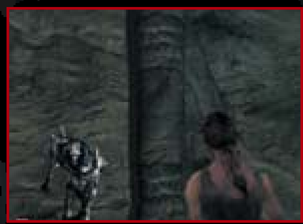




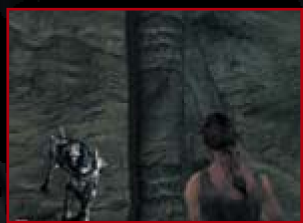
Aline convulses in fear as the distorted head cackles into a semblance of speech. “My little baby girl …” the atrocity mockingly rasps, “Daughter! Would you dare shoot your own father?!” “Don’t listen to him! Shoot!” shouts another misshapen head with a choking burble. Emerging from the blackened skin around the monster’s neck and shoulder is the head of Obed Morton. This is ObedShad—Alan’s ultimate experiment!

ObedShad—The Ultimate Experiment of Unutterable Darkness

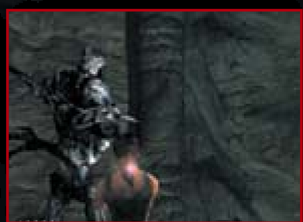
Height: 3 m
Weight: 160 kg
Strengths: Sanity-sappingly terrifying, indestructible
Weaknesses: Slow, weak right shoulder
Weakened with: Rocket Launcher Pistol, Photoelectric Pulsar, Ophtalmicid swarm



Aline fears she must sacrifice the more sane of the Morton brothers to reach Edenshaw’s sanctuary in time, and she is correct. She brings out her Rocket Launcher Pistol and aims at the creature’s advancing form.



ObedShad is made from the congealed spirits of two entities—a demonic beast of the darkness and Obed himself—and both beings constantly struggle for control. The being’s left side (or right side as Aline looks at the monster) is controlled by Obed. The other side is composed of dark matter.





The creature attacks by slowly stepping forward. When it reaches melee range, it swipes savagely at Aline with its elongated claw. If three or four of these attacks connect, Aline collapses and dies from lacerations, so she must back up if ObedShad steps too close.

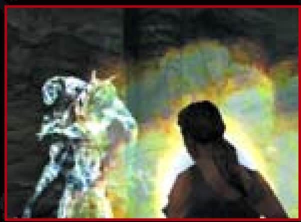


If Aline retreats (either by stepping backward or turning and running) to the near side of the Columned Cavern, ObedShad retreats as well, striding back to his side of the cave, ready to stomp forward when Aline tries to battle him again.

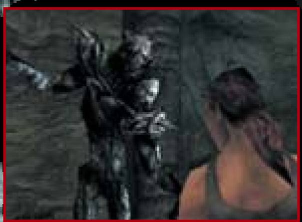


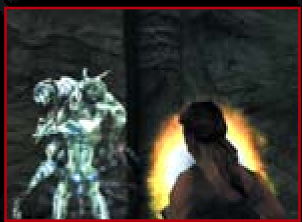
Aline can find it impossible to damage—let alone kill—this walking monstrosity if she doesn't know when to fire at it. It's quite possible to launch all available ordnance at the creature, only to have it relentlessly return to savage Aline. Timing her attack is key.





Firing at the correct moment, Aline can push ObedShad back in mere seconds. As the creature moves forward, it turns a shoulder. Hitting ObedShad's right shoulder (on his left side as he appears to Aline) is the only way to cause an effective hit—a palpable hit knocks ObedShad back a stride. Strike the other shoulder (near Obed's malformed head), or at any other time, and the creature flashes white but keeps advancing.



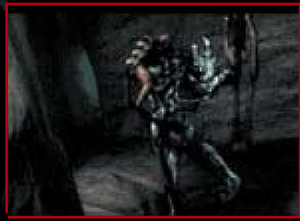


Rockets are the preferred armament for this combat. Loading up with three missiles, Aline plugs the first rocket as ObedShad's right shoulder swings, knocking the freak back. ObedShad again steps and exposes his shoulder, and Aline fires once more, knocking him farther, and steps forward herself. After a third shot hits home, Aline has just enough time to manually reload and launch a fourth rocket.



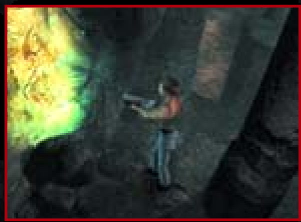
The Photoelectric Pulsar is also effective, and it's a secondary weapon to use if Aline's supply of rockets is low. However, sometimes the weapon fails to hit at range, so Aline must be a little closer (and runs the risk of being swiped) to fire the weapon. The charge-up time is also a hindrance, so timing is crucial.







Once forced back to the edge of the far ledge by eleven consecutive shots, Obed regains control of his dark form just in time to save Aline, who slips and almost plummets to her death. Placing her on the far side of the cavern, Obed barks at her to flee—dozens of Ophtalmicides are swarming the cavern as the gateway to darkness opens ever wider. As Aline retreats, Obed is mauled and assaulted. Punching his fist into the column, he roars, "I am a child of light!", and collapses the pillar, sending himself and the teeming Ophtalmicides into a bottomless abyss.



Once on the other side, Aline notices a greenish glow illuminating a small grotto in the Cavern's northeast corner. Upon further investigation, she finds another spring of water. Removing her Abkanis Indian Skin Flask, she swigs a couple of gulps and optionally fills the Flask.





Back at the column, Aline moves west, crossing the column and stepping onto a giant circular piece of rock floor. Shining her torch at the north wall, she spots an alcove. Thinking only of Carnby and Edenshaw's safety, she steps into the alcove, and into the Necropolis itself.

The Ultimate Abominations—Entering the Necropolis

Necropolis—Staying A-Head of the Game







Entering the Necropolis and moving to the table with the ancient busts, Aline places the Head of a Statue she retrieved from the Temple of Hecatonchires atop the middle bust, and creates a tremor in the earth. The sanctuary seems ready to collapse at any moment. Carnby arrives in the nick of time (having disposed of Alan Morton's dark presence), and places another Head of a Statue on the first bust, and the door behind them grinds open. Edenshaw must be given the final statue to complete the ritual, sealing the darkness and destroying Shadow Island for good….

Escape from Shadow Island—The Guardians Prevail



Rushing through into the Abkanis sanctuary, Edenshaw receives the statue representing Hecatonchires gladly, and begins the final ritual to banish the darkness for good. He yells at Carnby and Aline to run, and they race from the Necropolis, emerging out of a stepped entrance just in time to see Johnson's helicopter touch down on the sand.

Leaping into the chopper, Aline swiftly slaps Johnson for his lies and general treachery, and all three watch as Edenshaw summons the forces of light from the Abkanis Totem on the Outcrop. The wind roars, and shafts of light pierce the ground from the earth, ripping great fissures across the island. The roar escalates into a maelstrom of red light ripping apart the island, the manor, and the dark, and sucking it back into the earth. Shadow Island is destroyed.

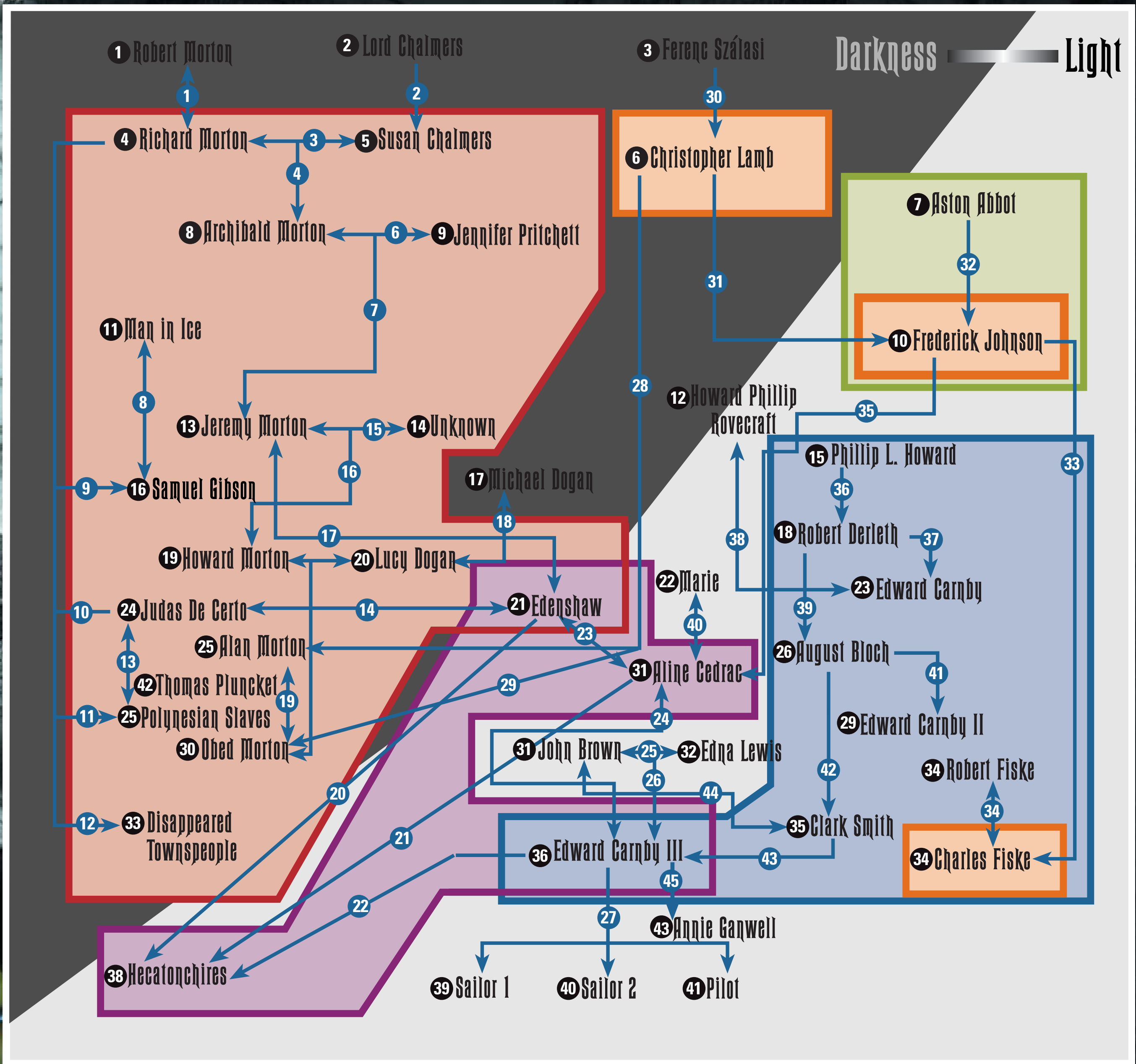
Christopher Lamb it seems, isn't too perturbed. Smiling softly as his paid geologist stops the media from investigating the disappearance of an entire island (despite the fact that the coast of Maine isn't in a hotspot of plate tectonic activity), he begins to formulate another plan. A second gate has been discovered…can Darkness prevail?





Unspeakable Secrets—Classified Information

Character Relation Chart



Darkness — Light

One half of the characters are working for the darkness or are involved in unleashing darkness onto the world, and the others are working to fight against the darkness, pushing it back into the earth.

RED GROUP—Shadow Islanders
PURPLE GROUP—Abkanis Braves
BLUE GROUP—St. George's Orphanage (Mystical Order of Luxis)
GREEN GROUP—Federal Bureau of Investigation
ORANGE GROUP (3 individuals)—Bureau 713

Unspeakable Secrets—Classified information

The black numbers are descriptions of the characters:

1 Linen merchant, emigrates from England
2 Ruined aristocrat and opium addict
3 Hungarian fascist, Leader of the Arrow Cross
4 Family Patriarch, B.1852. D.1905. Rock Oil Billionaire, Buyer of Shadow Island
5 Wife of Richard. B.1854. D.1874
6 Head of Bureau 713. Real name Lörinc Szálasi. Ultra nationalist militant
7 Sub-director of FBI
8 Explorer. B.1874 D. ?
9 Wife. Devout Christian. B.1876. D. 1900
10 Double agent
11 Holds the key to the Abkanis indian myth and gateway to darkness
12 Master of the Mythos
13 Inventor. B. 1899 D. ?
14 Wife unknown
15 First Director of St. George's Orphanage. Member of MOL
16 Tablet Transcriber hired by Richard
17 Witnessed unspeakable horrors at Howard and Lucy's wedding.
Second Director of St. George's. Cultivated the first Edward Carnby
19 B. 1931. Hated father and genetic experiment
20 Blinded and crippled in riding accident. Half-mad
21 Last of the Abkanis Indians. Morton family retainer. The Last Witchdoctor
22 Died in a car accident in Europe
23 Orphan born when the stars aligned, 1888. Investigated paranormal activity in 1920-39, then emigrated to Europe
24 Pirate, mercenary, clairvoyant, and black magic practitioner
25 Demented evil genius. Bringer of darkness
26 Third Director of St. George's Cultivated the second Edward Carnby
27 Anthropology lecturer at Boston University. Adventuress
28 Bought and sold to Judas De Certo by slave-trader Thomas Pluncket
29 Orphan born when the stars aligned. Psychic investigator
30 Coward, puppet of Alan, and false father to Aline
31 Vietnam soldier, died 1968
32 Wife of John, died in childbirth, 1968
33 Young girls from Boston, said to be sacrificed on Shadow Island
34 Current director of St. George's
35 Retired director of St. George's. Cultivated the third Edward Carnby
36 Orphan born when the stars aligned, 1868. Met Annie Ganwell (deceased). Psychic investigator
37 Psychic investigator, deceased
38 God of the Life bringing Light. Served with Hemicles—God of Starlight, Anticoalt—God of Original Light, Ouphenos—God of the Light of Fear, Heliopaner—God of Radiance, Gilamesh—God of Sovereign Light, and Melacanth—God of Blinding Light. Fought darkness and created the Abkanis indians as guardians of the light.
39 Mutilated and left to die in the Blockhouse
40 Beheaded on the Moors
41 Crash-landed in a swamp. Drowned
42 Despicable slave trader
43 Young English charity worker. Died in fire, 1990

Blue arrows show specific relations between characters. These relations are listed below:

1 Brothers
2 Father
3 Married
4 Brought into the world
5 Explored Greenland in 1891-93
6 Married
7 Brought into the world
8 Transcribed Tablets
9 Hired to translate tablets, then murdered
10 Fell under De Certo's spell
11 Experimented and sacrificed slaves
12 Experimented and sacrificed locals
13 Trafficked slaves for Richard under the supervision of Pluncket
14 Battled until De Certo yielded
15 Married
16 Brought into the world
17 Friends
18 Siblings
19 Brothers
20 Summoned the power of
21 Spoke to and summoned the power of
22 Summoned the power of
23 Joined forces
24 Companions and investigators
25 Married
26 Brought into the world
27 Viewed the grisly deaths of
28 Provided capital and "guinea pigs" to
29 Provided capital and "guinea pigs" to
30 Father
31 In charge of
32 Really in charge of Johnson. Sent Johnson to infiltrate Bureau 713
33 In charge of
34 Brothers
35 Duped Aline into mission
36 First Director
37 Brought into the fold
38 Mentioned in novel
39 Second Director
40 Mother
41 Brought into the fold
42 Third Director
43 Fourth Director, brought into the fold
44 Friends
45 Love of his life

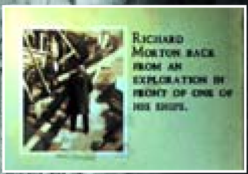
Alone in the Dark: The New Nightmare

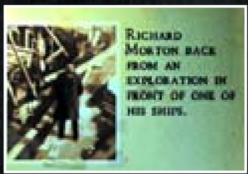
Morton Family History

Simulacra Corner
Morton Family Biography



Penned by a history scholar of unknown origin, this 49-page tome chronologically details the rise of the Morton family dynasty, from humble beginnings in England to frightful secrets hidden beneath the surface. If the author is to be believed, the Mortons are a highly degenerate, pathologically focused, and supremely evil group. The main points of the book follow:


Richard Morton back from an exploration in front of one of his ships.


Richard Morton back from an exploration in front of one of his ships.

1. After a brief introduction, notes are given regarding the exploitation of natural resources in Puebla, Venezuela, where the Morton family made its fortune.

2. The family originated in White Chapel, then a small town in Sussex, England. Robert Morton, a linen merchant, led his family to the United States in the early 19th century, and built a paper factory in the heights of Beacon Hill, Boston, in 1823.

3. The family's real fortune came on March 23, 1889, when Robert's brother, Richard, created the Morton Oil Company at the age of 37.


"The Iceman"

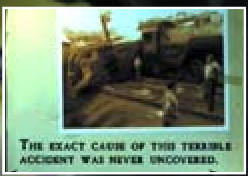
4. The Morton's odd behavior seems to stem from an oil expedition to Greenland in around 1892. A man in the ice was found.

5. Richard Morton abandoned his elite social circle, and instead mounted numerous more expeditions to the site of the ice-man discovery.


De Certo is in the background.

6. The missions sometimes ended in human and financial disaster—and to offset this, mercenary sailors from Sweden and Norway were employed.

7. One of these was a man named Judas De Certo, described as "a risk-taker, a warrior, and a clairvoyant." He exerted his influence over Richard.


The exact cause of this terrible accident was never uncovered.

8. Despite these constant expeditions to an arctic burial site, the Morton empire was still flourishing, spanning Venezuela, Indonesia, and the North Sea.

9. These contracts were gained at the expense of the Mortons' competitors, who were struck by odd misfortune—accidents, mental health problems, and agreements to disadvantageous settlements.


Gibson around 1900.

10. On June 20, 1899, Richard Morton hired Samuel Gibson. A brilliant translator, he began work on pieces of bark tablets found near the ice man.

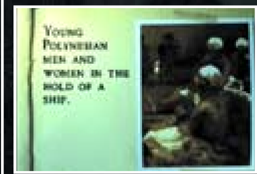
11. The information Gibson discovered pointed to an island off the coast of Maine—inscriptions on stones in the island's underground passages matched those found on the tablets.

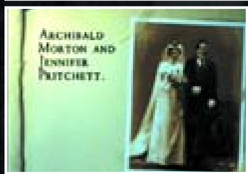

Offshore view of Shadow Island.


Letter from Gibson to his fiancée, dated October 14th, 1900.

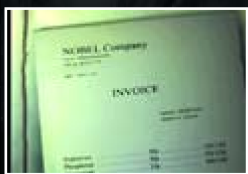

Search warrant.


Archibald Morton as a child.


Young Polynesian men and women in the hold of a ship.


Archibald Morton and Jennifer Pritchett.


Jeremy Morton as a child.




Jeremy Morton and Joseph Edenshaw

12. Shadow Island, prior to the Morton infiltration, had been abandoned for 20 to 50 years. It was a military base in the Civil War, and soldiers stationed there experienced hallucinations and bouts of insanity.

13. The chapel on the island, built in the 17th century, was said to be the setting for a brutal series of sacrificial rituals. The state of Massachusetts sold the land to Richard Morton for "a nominal sum."

14. After setting up home in the Fort, Richard abandoned that idea and instead built a large imposing Manor on the south of the island.

15. After revealing some of the transcription information to his fiancée, Gibson disappeared.

16. The author then supposes that the 1903 kidnapping of a number of young girls from Boston's poorest neighborhoods was the work of Richard Morton, driven by the mercenary De Certo.

17. The kidnapped girls were used in grisly black magic rituals, possibly in the Chapel. These rituals increased during the winter equinox.

18. Archibald Morton, Richard's son, was born in 1874. Once grown, he led many expeditions to the site of the ice man.

19. As early as 1905, boatloads of slaves from Polynesian islands were shipped to Shadow Island—testimony from Thomas Pluncket, a slave-trader, mentions De Certo's name frequently. No trace of the slaves was ever found.

20. Archibald married in 1897, to Jennifer Pritchett, a pastor's daughter and renowned organist. She wrote lengthy missives of disgust to her father about the Mortons.

21. These letters were never received, and Jennifer was treated "with uncommon cruelty."

22. Jennifer bore Jeremy Morton in 1899.

23. Although initially weak, Jeremy had a scientific brain, and started inventing machinery at an early age.

24. In 1922, at age 23, Jeremy Morton struck up a lasting friendship with one of the last descendants of the Abkanis tribe, Joseph Edenshaw.

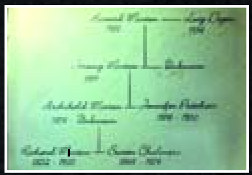
25. Edenshaw settled on the island in 1924.

26. Jeremy Morton bought and stockpiled a considerable amount of explosives from the Nobel Company.

27. During his latter years, Jeremy withdrew from the Boston society that had previously delighted in his inventions.

28. During this time, his son Howard (born 1931) was to wed Lucy Dogan, and a reception was staged on the island.





29. During the ceremony, the party was interrupted by the gruesome discovery of a horribly disfigured body of one of the guests in the parkland near the Manor.

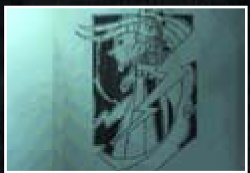
30. Michael Dogan, Lucy's brother, claimed to have witnessed a "terrifying lizard-like creature, with tentacles, (and) armed with enormous fangs."

31. The author finishes with a bold statement, believing the Morton family "undertook dangerous and frightful experiments on corpses," including "resurrections from the dead, cross breeding, (and) genetic manipulation…."



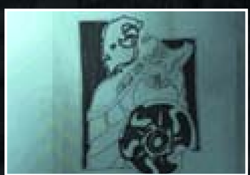
Abkanis Indian Pantheon

Recently transcribed by Aline Cedrac, these warrior stelae, once located deep beneath the hated Shadow Island, cast new light on an ancient and epic battle between light and darkness, and on the formation of the Abkanis tribe—the guardians of the gateway to darkness. Below are six excerpts, each relating to a deity in the service of Hecatonchires, the God of the Life-bringing Light.



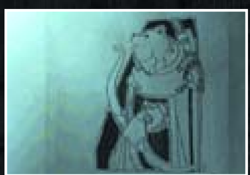
Hemicles—God of Starlight

The seven Gods of Light, sons of the stars from afar, sought a haven to repose from their cosmic voyage, a haven of rest. Won over by its limpid oceans, its towering mountains, its deep forests, and its plains stretching beyond the horizon, they chose Earth. But in this distant age, which no human mind can recall, dark creatures of exceptional savagery ruled the planet. The Gods of Light chose to fight them. The first into battle was Hemicles who, with his lightning power, chased these creatures whose reign of terror spread to the ethereal corners of the globe.



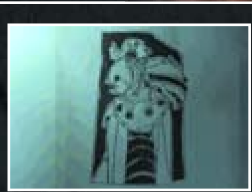
Anticoalt—God of Original Light

Anticoalt then went forth into battle. He sent forth sheaves of multicolored light from his golden shield. The plains sparkled with a thousand fires, the skies turned red, and the rivers gleamed like iridescent serpents. The creatures of the night then hid in the heart of the darkest forests.



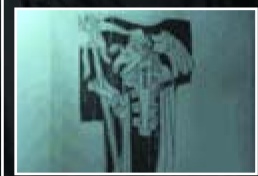
Ouphenos—God of the Light of Fear

When the fires of Anticoalt had burnt out, Ouphenos unslung the bow from his shoulder and thrust his hand into his crystal quiver. He shot more than ten thousand arrows like as many dazzling sunbeams into the lair where the shadows cowered. The creatures then withdrew farther into the mountain caves.



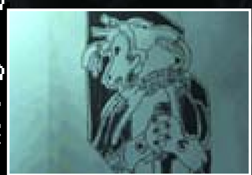
Heliopaner—God of Radiance

The Creatures of Darkness took refuge on the mountaintops. Heliopaner pitched a thousand suns to burn in the Earth's sky. The ocean's waters evaporated, and the creatures were forced into refuge beneath the shade of the trees on the plains. Heliopaner then extinguished his suns, and rain fell on the Earth for a thousand years.



Gilamesh—God of Sovereign Light

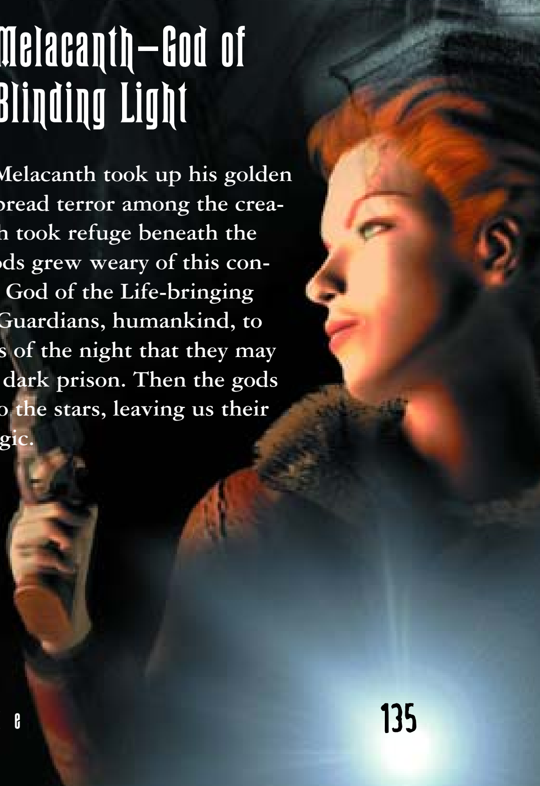
The gods held counsel, then sent Gilamesh into battle. He thrust his silver lance into the sky, climbed atop the clouds, and sunk his blade into the heart of the sun. The lance melted and fell to Earth, filling every recess with light. The creatures of darkness were forced deeper into the Abyss.



Melacanth—God of Blinding Light

Melacanth took up his golden sword and once more spread terror among the creatures of the night, which took refuge beneath the Earth's crust. But the gods grew weary of this conflict. Hecatonchires, the God of the Life-bringing Light, created a race of Guardians, humankind, to watch over the creatures of the night that they may never escape from their dark prison. Then the gods resumed their journey to the stars, leaving us their life-breath and their magic.





The Secrets of the Shadow Hunter

Bureau 713-Archives and Documentation Department

Date: 16th December 1999
Request received from: Agent Sparrow Hawk, 9th December 1999
Archive refs: Doc. 9306 / 107–, Doc. 8541 / 10–3, Doc. 745 / 25–32, Doc. 5896 / 41–8.
Subject: Edward Carnby
Archivist: Agent (Documentation) 027

EC is an American citizen
Race: White
Height: 6′
Weight: 185 lbs.
Eyes: Gray blue
Hair: Brown
Distinguishing features: None
Date of Birth: 29th February 1968
Place of Birth: Richmond, Virginia, USA
Father: Unknown
Mother: Unknown
Last Known Address: White House Hotel, 18 Norman Avenue, Gloucester, MA, Room #17

Preliminary remarks: The complete report including annex and supplementary documents is available from the Departmental Director. The present document is only a summary.

EC was born February 29, 1968, in Richmond, Virginia. At least this is the date recorded in the registry of St. George's Orphanage. It appears he was admitted on the day he was born. The ex-director of the orphanage, Clark Smith, either could not or would not provide further information. In usual practice the child's surname becomes the name of the saint on whose day the orphan arrives. His first name comes from the saint of the previous day. Thus EC's name should be Roman August. However, breaking with this established tradition, it appears that Clark Smith christened Edward Carnby himself. This fact would be insignificant in itself, if there hadn't been at least two precedents.

In 1888, Robert Derleth, director of the same orphanage, gave the name Edward Carnby to a child born on February 29th. In 1928, the then-director, August Bloch, named a child Edward Carnby, who was also born February 29th.

I did not believe this was a coincidence, so I researched the orphanage and its successive directors. St. George's Orphanage at Richmond is one of the oldest in the U.S. It was founded following the Civil War by a small group of humanists whose names are engraved on the building over the main entrance. It is worth noting that Philip L. Howard, its first director, was a member of the secret society MOL (Mystical Order of Luxis). Little is known about the origins, influence, or goals of the order. We do know that the orphanage received, and continues to receive, significant financial support, from local, national and international sources.

The institution initially housed 50 children but soon grew. When the expansion was complete, August Bloch became director of St. George's. Bloch was a key figure in the MOL organization. At least this is what his diary would indicate, although only several fragments of it remain today.

The MOL is the modern form of an order of knights dating back to beginning of humanity. It claims to continue the work of Saint George who hunted down and killed the dragon, which symbolized Hell's power. The origins of the legend date back to the birth of humanity itself. Bloch transcribed the legend in his diary:

Long before the world became the world, Eniobis ruled over Uruk, capital of Sumer. Now, it came to pass that Eniobis lusted after a priestess of the temple of Adura, goddess of love and war. She did not respond to the mighty king's advances. Wild with rage and passion, he had her arrested and brought to his palace. The young woman resisted him to the point that he finally took her life. The following day, he abandoned her body on the banks of the Euphrates. The Crocodile god noticed the lifeless body of the young priestess and brought the matter to the attention of Adura. He pointed out that if she left this crime unpunished, her worshippers would turn their backs on her to serve other gods more ready to defend themselves. Adura was devastated and dispatched one hundred demons to Uruk with orders to bring back the guilty party. The demons spread destruction through the town. Eniobis was panic stricken and sent for Al Iqour, his mighty sorcerer. He recounted the events of the night before. Al Iqour raised his arms to the heavens in a gesture of despair, and returned to his quarters where a young slave had just given birth to a boy. The boy's mother had died in childbirth; tradition said that the master of the house should become the father. This barely worried Al Iqour; all his attention was on the danger that threatened Uruk and its inhabitants. The demons had already conquered the south and east suburbs of the town. In several hours, the next day at the latest, they would have invaded the palace, destroying the flowerbeds and ancient lemon trees. This would sound the death knell. A herald came to him, announcing that Eniobis had died. The king had rediscovered his former greatness, which had been whittled away by years of debauchery. He dressed in his finest armor, took up his heaviest lance, saddled his fastest horse and set off to meet the demons to challenge them in combat.

Al Iqour raised his arms to the sky once more. He was about to take to his bed and await his certain death when a servant grabbed his robes. "Sire, sire," she said to him. "Come see the infant that is born to thee. Not only has he not yet cried but he has also called thee, Sire, by name." Al Iqour barely heard his servant's words. The servant was not disheartened. "Sire! Sire!" she said to him. "Come see the infant that is born to thee. Not only have his eyes not closed, but they also seek thee out." Al Iqour stared at the servant who was still clinging to the hem of his gown. "Sire! Sire!" she said to him. "Come see the infant that is born to thee. Not only is he not naked but he is also adorned with the finest and most solid of armors, and he holds in his already steady hand a sword of gleaming light." After these words, Al Iqour followed the servant to the child. When he entered the modest slave chamber, the child rose, greeted him with respect and said "Father, I know why thou hast finally come to see me. I know that thou wishest me to fight the demons that are laying low the walls of our city. This task is my own if only thou wilt give me a name." Al Iqour prostrated himself before the child and whispered "El War Qarn'bi" (the one who battles evil incarnate and hunts out the shadows).

Unspeakable Secrets—Classified Information



Here the legend ends.

Strange as it appears, "Edward Carnby" seems to be the anglicized form of "El War Qarn'bi." Moreover, the name "Edward Carnby" can be found in an unpublished work by the author Howard Philip Lovecraft. This text was adapted by Ashton Clark Smith in his short story *The Return of the Sorcerer,* published in 1931, but Smith was unaware of the origins of the name and renamed the story's sorcerer "John Carnby," most probably in homage to one of Lovecraft's first characters "John Towers" (in *The Little Glass Bottle*). The title of the original unpublished work by Lovecraft was *The Return of the Sorcerer Child.*

Little is known about the first Edward Carnby (EC1), born February 29, 1888. Some sources cite his year of birth as 1899, sources that are no doubt confused. We find EC1 mixed up in several strange affairs in the years 1920 to 39. We have no further records of him.

The life of the second Edward Carnby (EC2), born February 29, 1928, is even more mysterious. However, he seems to have emigrated to Europe early on, with Scotland his initial port of call.

The information available on the third Edward Carnby (EC), born February 29, 1968, is more complete. EC spent his whole childhood within St. George's Orphanage. He was never placed with a foster family. Here are the recollections of other orphans at St. George's. "Carnby was a loner, as we all were. From what I can remember, he was given privileged treatment. Whereas we were forced to do normal lessons at the orphanage school, Carnby had a lot of freedom. One thing I do know, because we used to spy on him, was that he spent long hours in the director's office and library. He was sent to Europe several times to attend special classes" (NB: almost certainly in other institutions belonging to MOL). "We were roommates. I noticed that at night he often lay awake for hours with his eyes open, like he wasn't there. Being an orphan got to us all in one way or another, but I must say he was the weirdest of all of us."

EC left the orphanage at the age of 15. Even though his exact movements are hard to follow, there is evidence of journeys to the South of France in 1983, Sicily the same year, Romania in 1985, and China (the Hailar region) in 1986. He returned to the U.S.A. in 1990 and moved to Salem, Massachusetts. At this time, EC worked for a charitable association financed by MOL. It was in this organization that he first met Charles Fiske, the brother of Robert Fiske, director of the association. It appears that Carnby began to distance himself from MOL. Charles Fiske, another former member, also broke ties with the secret organization in 1973. It should be noted that Charles Fiske was also an agent for Bureau 713 from 1973 to 1978. He resigned in circumstances that remain unclear. In 1980, Charles Fiske set up a private detective agency. His activities there seem to have little to do with either his work in our department or his status as an ex-member of MOL. It seems that the Fiske agency operated as an average detective agency, carrying out investigations, tailing, and protection—all the traditional tasks. Carnby joined Fiske's agency January 10, 1991.

Investigations in the neighborhood revealed nothing of significance. EC is described as a loner and as polite and respectful. He is not thought to have had any close associations except for Fiske. He appears to receive no mail or telephone calls other than from his employer. He probably has his mail addressed to the agency.

The search of his hotel room, conducted December 10, 1999, provided us with no additional information; he had few personal belongings and there were neither notes nor documents. Swabs and samples taken revealed no anomaly.

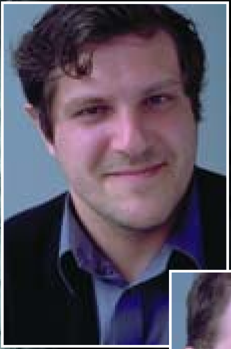
The search of Fiske's agency was not possible due to a security system that our agents were unable to deactivate.

Carnby left the United States on August 14, 1999 for London. It is highly probable, however, that he traveled widely in Europe, and perhaps even as far as Caucasus, before returning on December 15, 2001.

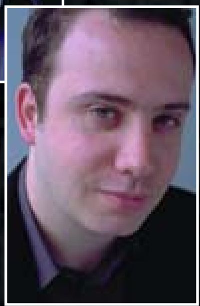
Conclusion: It is clear that Carnby's work at the Fiske agency is a cover (the same goes for the agency itself). Up to now, however, we have been unable to discover the exact nature of his real activities. It has been said that Carnby is an enemy agent, sent by a European power. This hypothesis is totally unfounded, however. It is more likely that EC and Fiske are pursuing personal objectives that are not unrelated to the activities of MOL.

Behind the Dark

The Making of the Game



Antoine Villette: Scriptwriter and co-founder of Darkworks.





Guillaume Gouraud: Artistic Director and co-founder of Darkworks.

Darkworks: From the Depths to the Light

Every story has a beginning. Darkworks' started in June 1998 when Antoine Villette and Guillaume Gouraud presented a proposal to Infogrames for an adventure game called *1906*. It was an old-fashioned science fiction game, inspired by the worlds of H.G. Wells (*The War of the Worlds*, *The Time Machine*) and Jules Verne (*Journey to the Center of the Earth*, *From the Earth to the Moon*, *20,000 Leagues under the Sea*). Unfortunately, Infogrames didn't accept the proposal, though the illustration on its cover—a dramatic figure holding a storm-lamp—did attract their attention. Infogrames, the second-largest producer of computer games, found something special in Darkworks that would help them to create one of 2001's most eagerly awaited computer games: *Alone in the Dark—The New Nightmare*, the fourth installment of the series.

A few months later, the Darkworks development studio was constructed. Its first mission was to create the game *Alone in the Dark—The New Nightmare*. Antoine Villette (Scriptwriter) and Guillaume Gouraud (Artistic Director) located their development studio in the lively Parisian neighborhood of Sentier. Many of the programmers, graphic artists, and designers came from companies such as Rebel Act (*Severance: Blade of Darkness*) or Infogrames, while others joined straight out of college or were self-taught.



The team responsible for background design.

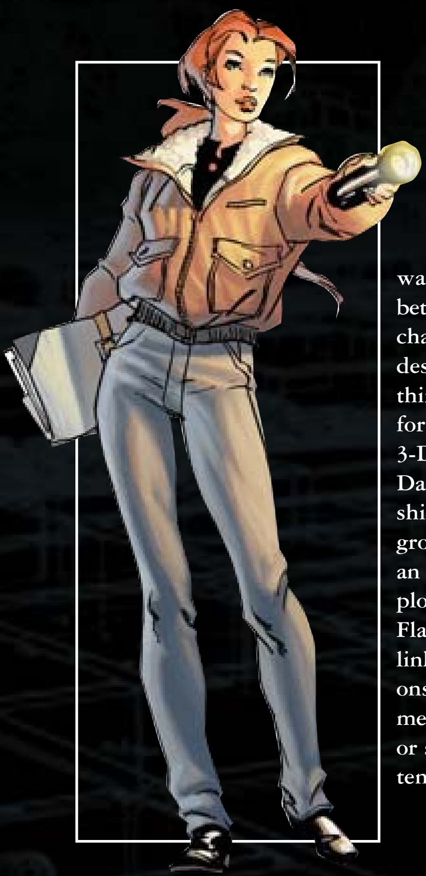
After working with his new team for two months, Antoine Villette sat down and wrote a 100-page short story in just a few weeks—this formed the basis for the game design. Game production itself got underway in September 1999.

The Concept

For this game, which is to form the keystone of a future trilogy, the Darkworks team decided to retain certain elements from the earlier installments of this extraordinary saga: the title, the hero (Edward Carnby), and the creepy atmosphere unique to adventure/horror games.

Antoine Villette drew his inspiration from numerous books and films as well as from his own experience, and he admits to having had a lot of fun creating his characters. The greatest challenges were the small details and fine-tunings. Gameplay and a desire for coherence directly influenced the narrative. The guiding concept of the game is the combination of darkness and light. In fact, the story and most of the game's puzzles are centered around these opposing factors. It is hard to reduce the script of such a complex game to one point, but it is this relationship between darkness and light that underpins *Alone in the Dark—The New Nightmare*.

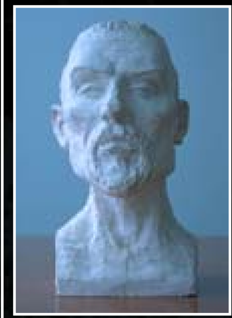




The preparatory sketches above and at left were used for modeling the main characters.

The development team wanted to create an emotional link between the player and the main characters of the story, so they designed the game to be played in third-person mode. They also opted for pre-rendered backgrounds and 3-D characters, giving the Darkworks' artists a real chance to shine. And even though the backgrounds are pre-rendered, they play an important part in the game's plot and development. The Flashlight beam metaphorically links the different objects found onscreen, revealing the environment to the player bit by bit as he or she advances, and increasing the tension. Many of the puzzles in the game, as well as the plot itself, result directly from this "Flashlight technology," which is the work of David Rochedieu (Technical Director and Chief PlayStation Programmer) and his team.

From Conception to Birth



A sculpted bust ready to be scanned. Note the grid-like network drawn on the face—the technician will rely on it when scanning.

We asked Antoine Villette to give us a simple overview of the different stages involved in the making of a computer game. Three main phases are involved:

"'Pre-production' is a phase of research and consultation during which many decisions must be made. Using the script and rough sketches, the team works together to come up with as many ideas and concepts as possible. They must also define the game's architecture and visual atmosphere—taking budgetary and technical constraints into account.

"Things start to take shape during the 'production' phase: different elements of the game are created and numerous tests carried out to ensure that everything fits together coherently. The backgrounds, characters, puzzles, and game engine are all created. However, nothing is yet final and anything can be changed at any time.

"During the last phase, all the different elements are 'integrated' together: From this moment on, the game will start to resemble the final version more and more."



A scanned 3-D image, after the different textures have been applied.





True Virtual Actors

"Whenever people are presented with superb animated sequences, they always want to know how they were created. We have to keep our trade secrets, but here are a few techniques which we use when creating high-resolution characters:

"As we have already seen, many different constraints come to bear on technical decisions. It is the same for the creation of characters. In order to speed up the process, the modeling of high-resolution faces (the face is the most difficult part of the human body to model) was done using a technique known as 3-D scanning.

"The script defines each character's physical appearance—artists then work up numerous sketches of the character, giving the sculptors the possibility of forming a complete mental picture of each character. The sculptors then produce a series of sculptures (these are real, not virtual) that are used during the process of 3-D modeling. A grid-like network is then drawn onto the sculptures, allowing a technician to create, point by point, a 3-D scan of the face (every time two lines intersect they create a point, and this is what is scanned). This is done with a sort of electronic pen linked up to a whole bank of computers. In this manner, a virtual clone of the real object can be fairly quickly created. The usual modeling techniques are then used to create the rest of each character's body."



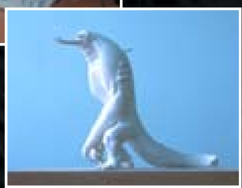


The final version is guaranteed to send shivers down your spine.

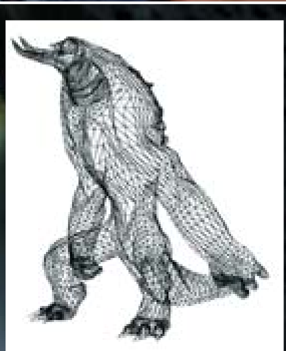




These two pictures give you an idea of the depth of talent at Darkworks.



The monsters are initially sculpted.



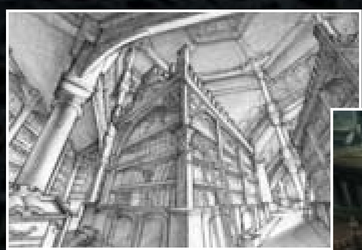
The same monster, only this time in "wireframe" virtual form.

Stunning Backgrounds

A lot of modeling also went into creating the game's pre-rendered backgrounds. These must be as scary as possible while also remaining realistic. They feature prominently in the script and in the various puzzles that players must solve. The Darkworks designers and artistic directors created hundreds of backgrounds made up of one to two million polygons. The backgrounds were also designed to incorporate three different levels of light, as the characters can light up any dark corner they want with the Flashlight.

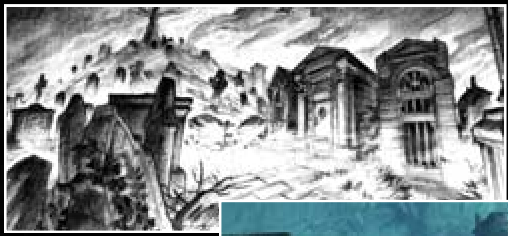
From Paper to Screen

To create their incredibly realistic virtual backgrounds, the Darkworks designers and modelers drew inspiration from preparatory sketches. In fact, a team of artists under the leadership of Guillaume Gouraud first drew hundreds of sketches. These determined the game's overall atmosphere. The following sketches and screenshots will give you a better idea of the work that goes into designing the backgrounds.



Great attention was paid to detail in the preparatory sketches.

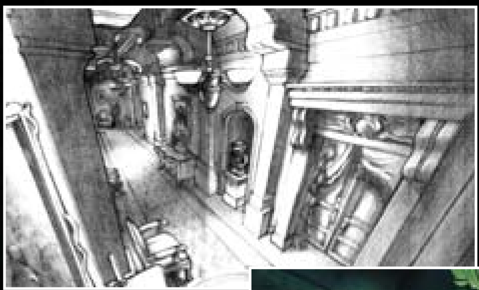




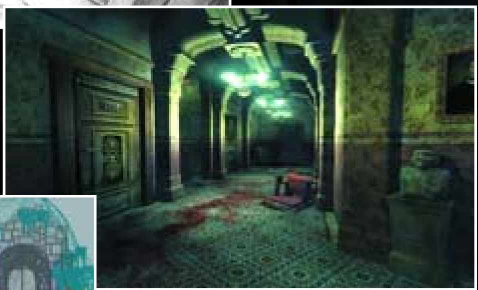
The chaotic feeling created by the sketch has been respected.



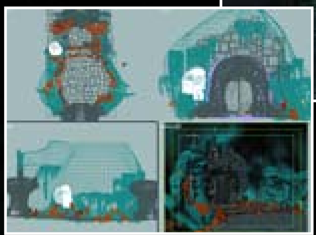
Notice that the intensity of the lighting has been slightly modified.



The modeled corridor is a perfect replica of the original drawing.



An early version of a scene.





The wireframe version of the scene gives a better idea of what the finished version will be like.



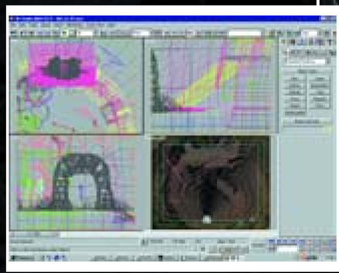
The final version, as it appears in the game.



Another example of a wireframe model.



This montage should give you an idea of what the final version will be like.



The different textures and lighting create a perfectly realistic background.



3-D

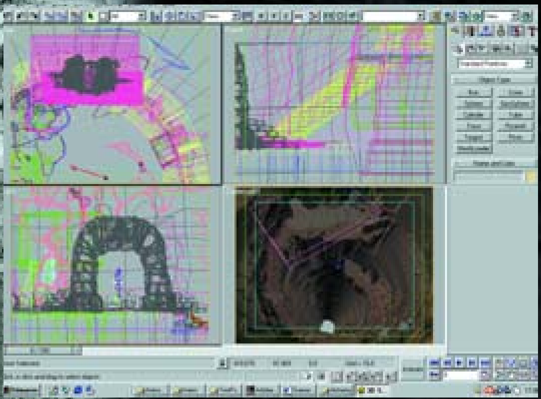
3-D modeling is the name given to the process whereby objects are conceived, input, and represented in three-dimensional form. The artist generally starts off with a simple geometric shape (imagine a sculptor starting with a rectangular block of stone) which he or she can then alter using tools in the modeling software. The characters and monsters slowly take shape while other software tools generate virtual skeletons. These enable the designers to ensure that the characters move logically and naturally (the hand is linked to the arm which in turn pivots around the shoulder, allowing for a certain angle of rotation, and so on). To finish off the character, the designer smoothes off sharp angles on the polygons and adds texture to skin, hair, and clothes. With all the other small details, this creates a fully-rounded unique character.

The same technique is applied in creating buildings and backgrounds, even though this is more a job for an architect than a sculptor. Once the modeling has been completed, the software lets the designer play a scene—finished or not—to gauge the progress. The finished version of the scene uses all the effects the software has to offer, such as atmospheric effects, different textures for the buildings, the play of shadow (darkness) and light, reflections, and so on. This stunningly realistic final product takes hours and hours of work and calculations.

The Technology

The only commercially available software used for this game was 3ds Max™ by discreet. Distributed by discreet, this is one of the finest professional modeling programs available. Many other compatible tools have been developed. Plus, the Darkworks programmers developed custom software for the game.

As for the game itself, its architecture is classic, consisting of a graphics engine, an exhaustive script, and an editor. The graphics engine includes all the usual functions: real-time lighting, real-time projection of shadows, smoothly interpolated animations, skinning, numerous advanced camera angles, and so on.



The Darkworks designers used 3D Studio Max to create the stunningly beautiful backgrounds.

Much of the work was done using the editor, which was programmed in C++. It is object oriented, totally open, 100 percent adjustable and 100 percent customizable. It allows the programmers to switch between levels, to insert story line content, and to create and edit the behavior and intelligence routines of the different creatures in real time, without recompiling—this gives them great freedom when making adjustments.

As current technology does not allow for the creation of truly believable synthetic actors who react and display emotions in real time, the Darkworks team admits to having "cheated" by using other means of creating these sensations. These include the visual feel of the backgrounds as well as the music and sound effects used.

Sound Effects and Music

The importance of sound effects and music should not be underestimated—play any game with the sound turned down and you'll see. What's more, unlike the images, which remain fixed on the screen, the sound "envelopes" the player. It would be a terrible waste if all the sound possibilities were not exploited and, indeed, all of the memory allocated for sound has not been used. All of the sounds were recorded especially for the game. They have been used "non-realistically" to increase the tension levels as much as possible.

As an example, Antoine Villette mentions the case of a character opening a door: when he opens it, a quiet "click" accompanies the turning of the handle, but when he goes through and closes it, it makes a deafening metallic sound. It's not quite realistic, but it produces far stronger reactions in the player. The sound effects and music in *The New Nightmare* were all created with this in mind.



Thierry Desseux and Jean Sebastien Rosbach—sound effects specialists.





The Future

The Darkworks team is extremely proud of having had the opportunity of working on one of the most eagerly awaited games of 2001. Its directors have achieved something remarkable in putting together in record time one of the finest creative teams in Europe. Always looking to the future, Antoine Villette dreams of creating computer games that will be based around true synthetic actors, possessed of a wide range of feelings and emotions and able to react in real time to their environment. However, he knows that we will have to wait for, at least, the next generation of games consoles before such characters see the light of day.

Glossary

3-D

Short for three-dimensional, this is a form of graphical representation in which objects are defined by three axes (height, width, and depth). Three-dimensional images give the illusion of perspective and depth to the two-dimensional surface of your computer screen.

Camera

This refers to the point in space from which the scene is visualised or shot. The designer can select the position and direction of the camera, as well as other factors such as the depth of field, focal length, and camera angle.

Final Version of a Scene

This is the final version of a scene designed in 3-D. Many different elements are involved in creating as realistic a scene as possible: texture, shadow and light, transparency, fog, etc. The higher the number of parameters to be taken into consideration, the longer it takes to calculate.

Object Oriented

This expression refers to computer programs that allow the programmer to adapt to new situations that arise in the course of game design. A program that is not object oriented will rigidly follow whatever course has been predetermined, leaving the programmer little room for movement.

Shadowing

The manner in which light and shadow are rendered is essential to giving a scene a genuine 3-D feel. 3-D modeling software allows programmers to calculate and then project shadows, all depending on the location of the light sources in a given scene.

Texture

This word describes the process of “grafting” a 2-D image onto a 3-D one to make it more realistic. For example, a plain cylinder can be transformed into a water pipe by applying a slightly rusty metallic texture, or into a tree trunk by applying a bark-like texture.

Wireframe

This is the name given to one type of 3-D representation. The object is simply drawn using a series of lines to represent its different sides and it looks like it has been made out of wire.